NUMBER 24

www.gameshark.com

Dangerous Waters

GAMESHARK™ MAGAZINE

TOMB RAIDER THE LAST REVELATION for Dreamcast™

TASTY NEW TRANSLUCENT GAME PADS

NEW CODES FOR

Gran Turismo 2 (PSX)
ECW Hardcore (PSX)
Fear Effect (PSX)
Donkey Kong 64 (N64)
Ridge Racer 64 (N64)
Vigilante 8: 2nd Offense (N64)
Army Men (GBC)
Dragon Warrior Monsters (GBC)
Pokémon Pinball (GBC)

REVIEWS FOR

Dead Or Alive 2 (DC)
Tomb Raider: The Last Revelation (DC)
Die Hard Trilogy 2 (PSX)
WWF Smackdown (PSX
Bionic Commando (GBC)

GAME TIPS FOR

Duke Nukem: Time To Kill (PSX)
Grand Theft Auto: London 1969 (PSX)
Hybrid Heaven (N64)
Road Rash 64 (N64)
Expendable (DC)
Incoming (DC)

HACKING TIPS FROM SAVIOR

CODEBOY TAKES ON DREAMCAST

THE OFFICIAL SOURCE FOR GAMESHARK™ CODES

EDITOR'S NOTE

So, we meet again, Gamer-San. Try my Dragon Style! [insert kung-fu movie motion sound effects] You are no match for my Dragon Style. You got beef? I will represent by whooping your ass, WORD IS BARRED! This isn't Burger King, but have it your way! [insert kung-fu movie punch sound effects]

With that out of the way, I'd like to express my excitement about the GameShark for Dreamcast! We have it and are hacking our excessively tight stretch-pants off. It's been great, I haven't seen, heard or smelled CodeBoy in nearly two weeks, there has to be a God! You'll be pleased to know that starting next issue, DC GS codes will accompany your regular, bi-monthly installment of PSX, N64 and, recently added, GBC codes. Is that enough for ya? Could we possibly offer more? That's what I thought.

DC GameShark isn't the only good news I have for you guys. PS2 has taken Japan by storm! Stores are overwhelmed by the masses of gamers and gift givers that clogged the checkout lines of local electronic stores. Newspapers have reported more than 10,000 people were in line for a PS2, some having come as early as four days before the release (March 3, 2000). Another paper quoted the number as only being 5,000, either way, it was complete pandemonium! People of all ages lined up, from students to businessmen. I'm anxious to get my hands on a system, but I might have to wait longer than I originally expected. "Exporting the PlayStation 2 from Japan is illegal," according to reports from Nikkei online and information on the Japanese PlayStation's official web site. This is the first time a console has been put under such a restriction. The official site states, "As of June 18, 1999, the International Foreign Exchange and Trade Law prohibits transporting of Sony PlayStation2 and the Sony PlayStation2 Memory Cards outside of Japan without a consent from the Department of Trade and Commerce." The report also goes on to say that one of the possible reasons for the ban on exports is because of the unique encryption technology on the PS2 memory card. Seems as though my DVD/Music CD/PSX/PS2 dreams are short lived. Oh well, September is only around the corner. I'm sure we can get someone to smuggle one to us before then, right? Whoa, did I type that or was I just thinking on paper again?

Abuse these powers!

Dan Ullmann
Editor

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MAILBOX

Dangerous Waters
318 Club House Lane, Suite 1000
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Dullmann,
I'm just a primitive, yuppie hacker, please help.

I am wondering if you or someone else could answer my question. Is it possible to hack codes so I could either fly or not get hit? Meaning, if an enemy touches me, I do nothing (not invincible... more like invisible). The game in question is:

Gex 3: Deep Pocket Gecko for Game Boy Color.

If you cannot answer my question or just don't want to respond, please refer me to someone else.

Macdaddy

Honestly,
I don't think codes will make you fly or not get hit. You're on your own with that one, sir. Our GameShark is made 100% for videogames, not real life. Besides, how would you attach the Shark to... ohhh, that's how [gulp].

-Dullmann

Dullmann,
I've been using the codes off this site and there seems to be a problem with the "money never decreases" code. It does just what it says, but when you enter a race, it never lets you leave! Now, I like the High Speed Ring as much as the next guy, but the thirteenth time, it can get a little stir crazy.

Is there a way to correct this? I hate playing with an unlimited amount of money, no real incentive to win the races, but I'm not good enough to play without some codes. Do you have any suggestions?

Thanks,
Scotty P

Dear Mr. Scotty P,
There can only be two answers to your situation over there.

1.The code is not entered correctly or completely

2.That is the way the code works. Purchase everything before the race begins - save - then reset the game and load your file. Then race!

If you continue to have trouble, refer to your GameShark owner's manual to be sure you haven't overlooked anything. Also, check the codes against the website again just to be sure. CodeBoy's not the sharpest pin in the pack...

-Dullmann

Hey Dullmann!
Whasssssssssssssup? You da' man!

I don't have a lot of time so, I just wanted to shower you with praise.

Jon

Hi Jon,
Whaaaaaaaaaaaaaaaasssssssssssssssssssuuuuuuuuuuuuuuuuup?!

Little 'ol me? I'm da man? Get out... You da man! Yeah that's right, you da man!

Who's yer daddy?

Call me,
-Dullmann

DANGEROUS DESIGNS

I'll be damned, is it that time of month again? Can't be. "Hey CodeBoy, have you submitted your Rant?" Hmmm, what are these pictures for? Oh yeah, Dangerous Designs. Turned out pretty good doncha think? Our winner, Ken Klock from North Carolina will be receiving his DexDrive shortly. "Keep an eye on your mailbox, Ken!"

Scott DuRoss, from Massachusetts, and Danny Tran, from Michigan, are this issue's runners-up. "You kind caring souls can expect a GameShark T-shirt in your mailboxes." Guess you should keep an eye on your box too. Just don't forget to go to school/work, though. Some things, unfortunately, are more important than video games... but not many!

Send your Dangerous Designs submissions to:
Dangerous Designs
318 Club House Lane, Suite 1000
P.O. Box 1407
Hunt Valley, MD 21030-1407

Ken Klock, North Carolina

Scott DuRoss, Massachusetts

Danny Tran, Michigan

Dangerous Waters

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Gotta hole in your soul that can only be filled with GameShark codes? There's only one thing to do baby, have Dangerous Waters deliverd to you doorstep every other month!

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InterAct shows off its' newest translucent technology. Mmm, shiny red conrollers.

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8 Tips and Tricks
And you thought we only provided GameShark codes. We've got all the cheats the programmers don't want you to see. Featured this issue: **Duke Nukem: Time To Kill**, **Um Jammer Lammy**, **Grand Theft Auto: London 1969**, **Hybrid Heavan**, **Vigilante 8**, **Expendable**, **Sega Rally 2** and more!

12 Gameshark Gear
Check out the latest accessories produced by InterAct. Not only do we offer the coolest products, we offer the coolest products at a discounted price! This issue features:

- SuperPad Translucent Colors (N64)
- Dual Impact Translucent Colors (PSX)
- Memory Card Translucent Colors (DC)
- Memory Card Jewel Case 3-Pak (PSX).
- PSX MegaRacer
- GB Mega Memory Card

PSX CODES

Darkstalkers 3
Deception 3: Dark Delusion
Die Hard Trilogy 2
Fear Effect
Final Fantasy VIII
Gran Turismo 2
Hydro Thunder
Marvel Vs. Capcom Clash Of The Superheroes
Medal of Honor
Rainbow Six
Saga Frontier 2
Star Wars: Masters of Terras Kasi
Supercross 2000
And more...

N64 CODES

Banjo-Kazooie V1.1
Donkey Kong 64
ECW Hardcore Revolution
Harvest Moon
Hydro Thunder
Mario Party 2
Ridge Racer 64
Vigilante 8: 2nd Offense
And more...

GBC CODES

Bionic Commando Color
Dragon Warrior Monsters
Magical Tetris Challenge
Pokemon Pinball
Vigilante 8
And more...

Lara Croft is a trademark of Eidos Interactive

As the world crumbles around us, we bring you a new beginning...

The predictions were made. 2000 was to bring technical crisis, the end to order. People would riot, money would drain from accounts - The sky would fall into a sea of fire and uncivilized mayhem. But it wasn't like that.

2000 will be the year to mark the rise of gameshark.com... The hardcore videogame Mecca for hardcore gamers. From the ashes of a society that never fell, comes everything gamers need to Know the Game, Be the Game and Beat the Game. Beginning in Early April, gameshark.com will have more codes, more news, more reviews, more strategy... More of everything you need to blast through your games and rule the virtual worlds you battle in. Our discussion board communities are constantly growing. Our editorial staff is on point and ready to move ahead. What would you think of live chat with CodeBoy, savior, Estrogamer, Dullmann or Little Timmy? It's coming.

Not only will gameshark.com be your main supplier of codes and gaming information; through gamesharkgear.com, we'll be your supplier of games and accessories. gamesharkgear.com is set to become your no BS, 100% reliable online videogame store. We'll update all of our customers, through email, of store specials, discounts and any other information to help you stay in the game. You'll never miss a deal and you'll never miss any big releases. gamesharkgear.com is the official outfitters of gamers, everywhere!

Until next time, boys and girls...

Be good,
Gina Savage

Gameshark upgrading options

Nintendo 64®

1. Standard Gameshark:

A. You can send in your current version of the standard Gameshark along with a check or money order for $10.00 and we will reflash the unit to the version 2.41. This version will not contain the code generator, but will allow compatibility with all of the newer titles.

B. You can send in your current version of the Gameshark along with along with a check or money order for $35.00 and we will replace your standard Gameshark with a Gameshark Pro version 3.2. The version 3.2 contains a code generator that allows you to hack your own codes and will be compatible with all of the newer titles.

2. Gameshark Pro
You can send in your version 3.0 or 3.1 and we will upgrade the unit to the 3.2 free of charge.

PlayStation®

1. Standard Gameshark below version 2.0
You can send in your standard Gameshark below version 2.0 along with a check or money order for $35.00 and we will replace it with the Gameshark CDX version 3.3. The Gameshark CDX allows you to link to a PC to hack your own codes.

2. Standard Gameshark 2.0 to version 2.41

A. You can contact upgrades@gameshark.com or call 1-410-785-4064 and receive a free upgrade CD that will upgrade your standard Gameshark to the version 2.42. The version 2.42 will be compatible with all of the newer titles.

B. You can send in your standard Gameshark along with a check or money order for $35.00 and we will replace it with the Gameshark CDX version 3.3. The CDX will allow you to link to a PC to hack your own codes.

3. Gameshark Pro
To upgrade your Gameshark Pro contact upgrades@gamesahrk.com or call 1-410-785-4064 to receive a free upgrade CD that will upgrade you to the version 3.2.

4. Gameshark CDX
The version 3.3 is the current version of the Gameshark CDX. As new upgrades are available, you can contact upgrades@gamehark.com or call 1-410-785-4064 to receive a free upgrade CD.

Gameboy

You can send in your current version of the standard Gameboy Gameshark along with a check or money order for $20.00 and we will replace it with the Gameshark Pro version 3.0.

As new upgrades are released, it will be posted on **www.gameshark.com.**

CDX + Big Wave = Oops!
If you have a PlayStation GameShark CDX and a Big Wave #2, you probably found a slight problem - They don't work together. Big Wave was originally designed for the GameShark Pro, and this was an oversight. We are currently working to assure Big Wave compatibility with the CDX. We may have the problem solved with Big Wave #3... #4 will definitely work with the CDX. If you have a GameShark CDX and you subscribed to Big Wave, we will extend your subscription for one or two disks, depending on when the fix is implemented. If you were unable to get Big Wave #2 to function - please send a letter to: P.O. Box 1407 Hunt Valley, MD 21030-1407.

HERE'S A GLIMPSE OF THINGS TO COME

PSX

Game Title	Release Date
Countdown: Vampires	May-00
Prince of Persia 3D	Spring 2000
Motocross Madness	Spring 2000
Flintstones Bedrock Bowling	Spring 2000
Planet of the Apes	Spring 2000
Marvel's X-Men	Spring 2000
Championship Bass	Spring 2000
F1 2000	Spring 2000
Rhapsody: Musical Adventure	Spring 2000
High Heat Baseball 2001	Spring 2000
Polaris Snocross 2000	2-May-00
Reel Fishing 2	May-00
Medievil II	9-May-00
Vagrant Story	May-00
Mike Tyson Boxing	24-May-00
Mr. Driller	May-00
Vanishing Point	May, 2000
Hydro Thunder	Spring 2000
Front Mission 3	Spring 2000
Major League Soccer 2000	May-00
Digimon World	May-00
WTC, World Racing Championship	May-00
Paperboy	Jun-00
Romance of 3 Kingdoms VI	Spring 2000
Carnivale	2-Jun-00
Lunar 2: Eternal	Jun-00
Arena Football	6-Jun-00
Hercules	Jul-00
Macross VF-X 2	First Half 2000
Saboteur	Summer 1999
Parasite Eve II	Summer 2000
Resident Evil: Survivor	Summer 2000
Rayman 2: Great Escape	Summer 2000
X-Men: Mutant Academy	Jul-00
Spider-Man	Summer 2000
Street Fighter EX3	Summer 2000
Star Trek: Invasion	Summer 2000
Breath of Fire IV	Summer 2000

N64

Game Title	Release Date
Excitebike 64	May 1, 2000
AirBoardin' USA	May 2, 2000
NHL Blades of Steel 2000	May 2, 2000
Duck Dodgers	May 3, 2000
Taz Express	May 3, 2000
PGA European Tour	May 3, 2000
Blues Brothers 2000	May 15, 2000
Perfect Dark	May 22, 2000
SR3K	June 7, 2000
Kirby 64	June 12, 2000
StarCraft 64	June 12, 2000
Hercules: Legendary Journeys	June 28, 2000
Banjo-Tooie	Summer 2000
Ogre Battle 64	July 2000
X-Men	July 2000
Turok 3: Shadow of Oblivion	Summer 2000

DC

Game Title	Release Date
Monster Breeder	May 2, 2000
Space Invaders	May 2, 2000
Omikron: the Nomad Soul	May 2000
Arena League Football	May 2000
Gauntlet Legends	May 2000
Microsoft Combat Flight Sim	June 2, 2000
Dark Angel	Jun. 16, 2000
South Park Rally	June-Aug., 2000
Bust-A-Move 4	June-Aug., 2000
J. McGrath Supercross 2000	June-Aug., 2000
NFL Quarterback Club 2001	June-Aug., 2000
Star Trek: New Worlds	July 1, 2000

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CODEBOY'S RANT

I write this hurriedly as the Dreamcast hacking equipment is on its way to my desk. Many months of development, setbacks, and general confusion are now behind us all here at gameshark.com and Datel - the psychotic freaks who actually break things for a living. Though this issue won't have any codes for the soon-to-be released GameShark, this merely reflects my ever-shortening deadline on the system. Next issue will have a ton of codes for a ton of games, and the words "a ton of" used a few more times in one sentence. I can promise the third, and pray for one and two at least.

Along with the new addition to the GameShark family, we're also revamping the other systems, with more codes than ever, and some of your favorite bugs removed. Like that alphabetizing thing on the CDX, and preloading Donkey Kong 64 codes, so that you don't have to enter that hideously long Enable Code.

Gee, what else is going on here, aside from my generally out-of-character happy tone? We've got some new talent on board at Gameshark.com. Lik and FNG have joined the ranks as hackers on the inside, whilst Czar Dragon is busy trying to stay warm in Canada, hacking away like crazy. savior has a slew of contributing writers as well, luckily specializing in those easily understood Japanese titles so that we can concentrate on more pressing things, like *Tetris*. So do drop by and check out the reviews by Aaron and Matt-San, and politely mock them behind their backs, it's fun.

Hmm, as if there could be anything else to add, we've changed our website once again. Tired of seeing those lovely "404" pages and miss-linked information? Check out the new design, "Now With 50% More Fat." And a whole slew of movies involving an animated monkey from our in-house artist Derux, 'cause monkeys are funny.

Okay, enough of this shout-out crap, I'll shut up and get to hacking so ya don't eternally suck at those Dreamcast titles.

-Gordon Shumway

Translucent Technology Transcends Tradition

THE i FILES

In a perfect world, everything would be semi-transparent and brightly colored...

We're bringing a small part of this heaven-on-earth concept to gamers of all platforms. When you pick up an InterAct controller, you know that you've got precise control, extra features and comfort-contoured design in your hands. Now when you look to your hands, you'll see the colors... The way they capture the light... The spankin'est controllers across the board - The AstroPad, Dual Impact GamePad, GamePad and SuperPad Translucents!

The AstroPad is available in Red Storm, Blue Sky, Green Mist and Crystal Cloud. What's more, you get a mini AstroPad keychain, handy for simulating devastating fighting moves to combat road-rage. As with the standard colored AstroPads, we've thrown in Auto-Fire to give you a bit of an edge over the competition. Your Dreamcast™ will never know what hit it!

The Dual Impact GamePad can be found in the wonderful shades of Black Ice, Blue Sky, Red Storm and Green Mist. This is about the most comfortable Dual Analog/Vibration controller you're gonna find, and now it's the most fantastically brilliant pad to look at, as well. You get all the necessary modes to beat up on all of your analog and digitally controlled PlayStation™ games. And once again, you get a handy little Dual Impact keychain to take on the road.

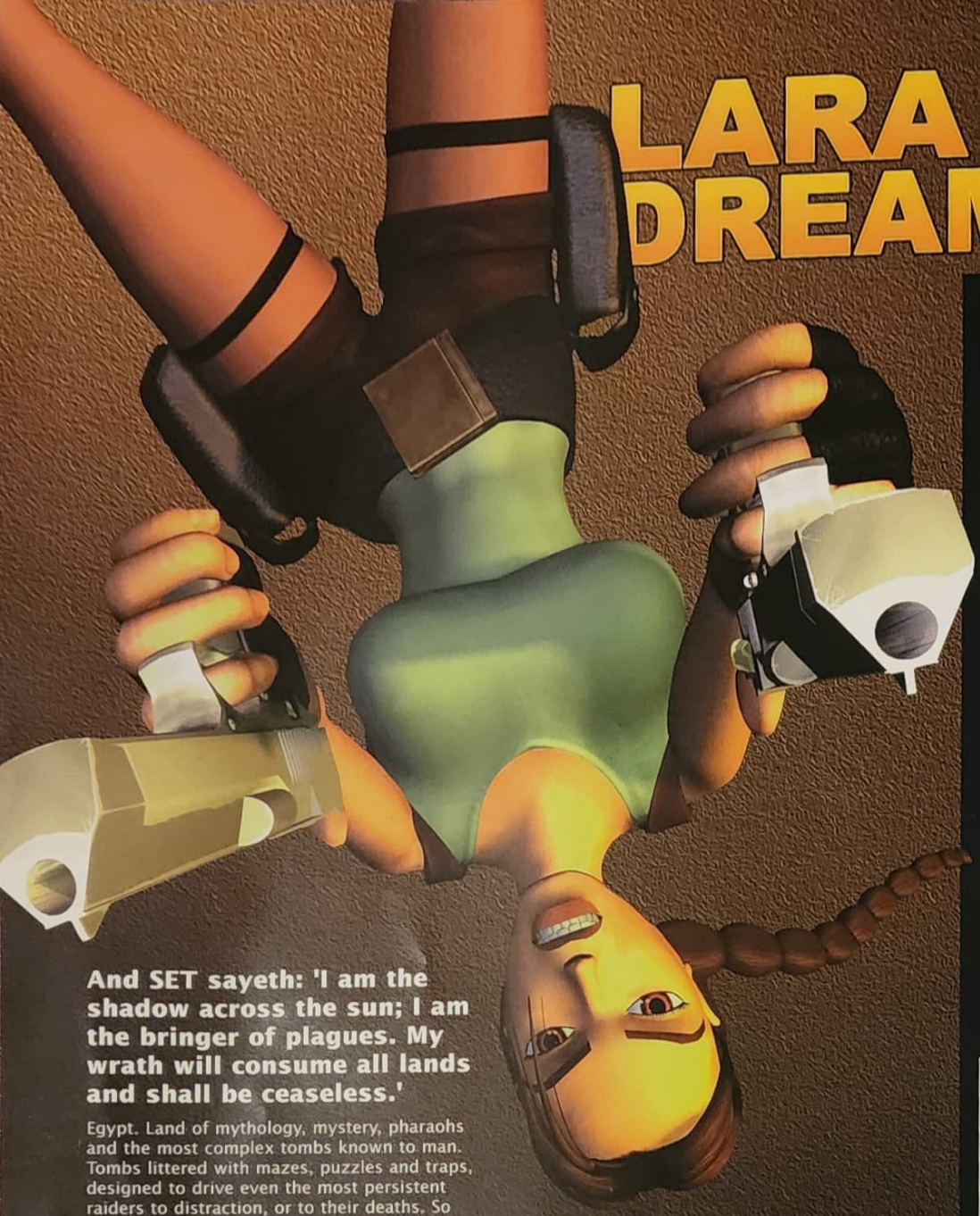
The new shades for our GamePad Colors are Black Ice, Blue Sky, Red Storm and Green Mist. If a Sony™ licensed, standard digital controller is what you need for your PlayStation gaming, this is the one.

The last stop on our tour is the SuperPad Colors, available in Blue Sky, Red Storm and Black Ice. Licensed by Nintendo™, this is your standard analog/digital controller in some non-standard colors. Plug one or two into you Nintendo 64™ and watch your day get a little brighter.

Be sure to look for Translucent Dual Impact GamePads in exclusive colors at Target™ and Exclusive Translucent Memory Cards at Wal*Mart™.

We admit, the new colors won't help you do any better in your games... But you know your friends will all envy your innovative, light-receptive, colorful, comfortable controllers. Jealousy can be good, when you're on the receiving end.

LARA DOES DREAMCAST



Lara finds herself in the following locations:
Karnak, Cairo, Giza, Alexandria, Valley of the Kings

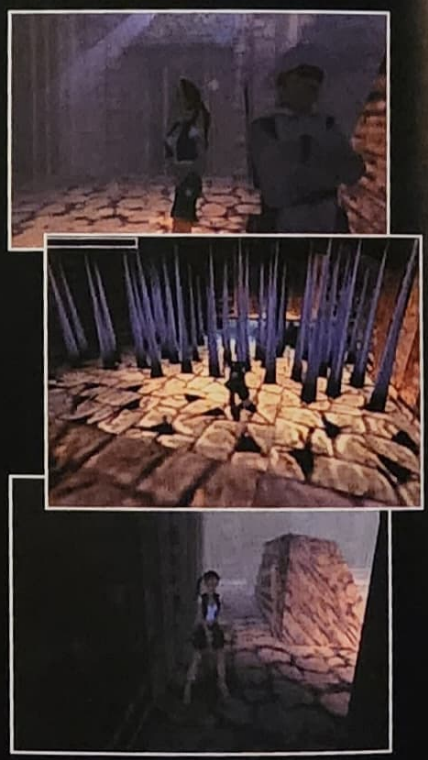
Standard inventory items:
Colt pistols, Canteen, Flares, Compass, Binoculars, Diary

Examples of collectible items:

Ammunition:
Shotgun shells - e.g. wide and narrow shot, Bolts for crossbow - e.g. exploding and poisoned, Laser sight for the crossbow, Uzi tracer bullets, Grenades - e.g. standard, smoke and stun.

Objects:
Batteries, Flashlight, Torch (flame may be lit/extinguished), Maps, Artifacts, Keys, Generic puzzle items (pulleys, ropes etc)

Screen Shots:



And SET sayeth: 'I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands and shall be ceaseless.'

Egypt. Land of mythology, mystery, pharaohs and the most complex tombs known to man. Tombs littered with mazes, puzzles and traps, designed to drive even the most persistent raiders to distraction, or to their deaths. So great is the glory of discovery that the fanatical explorer will risk life itself in order to discover and plunder the hearts of the tombs.
The prospect of exploring a virgin tomb deep in the belly of the desert cannot be ignored by an adventurer so determined as Lara Croft, but with this discovery comes a price that could cost the earth...

EGYPT- Present Day
Lara moves across an unforgiving desert, on camel, with a guide by her side.

She halts at a small rocky outcrop, dismounts and activates an ancient mechanism, revealing what appears to be a virgin tomb...

Lara's guide attempts to double cross her and steal an artifact she has taken from a tomb. She outwits him and he flees. Anxious to discover who her latest enemy is, Lara pursues the guide but runs into an ambush. She escapes by the skin of her teeth across the Nile. At this point, we recognize Lara's rival and learn of his true intentions...

Lara meets with an old colleague and fellow archaeologist to gather more information about the artifact that she has discovered. Lara must now begin collecting vital pieces of information and other artifacts etc. To do so, her next stop is the Tomb of Semerkhet at Karnak; she can only enter using said artifact as a key and henceforth leaves it in the key-slot as she enters. Somebody then traps her inside, stealing the artifact and sealing Lara inside the tomb.

Narrowly escaping to discover her rival is heading to Alexandria in an attempt to find the other artifacts and information. Once in Alexandria, it's a game of cat and mouse. Lara must regain the artifacts before her enemy. Lara's enemy then kidnaps her colleague in an attempt to lure Lara to Cairo. Lara reaches Cairo via motorbike and fights her way to the Citadel, subsequently to the Giza Pyramids for the final showdown.

Tomb Raider: The Last Revelation has taken Lara to the next level, with clearer objectives and smaller locations resuling in less time spent travelling between areas. Individual environments are more reminiscent of the original game - tightly focused and puzzle-orientated, but with higher levels of detail and a greater number of 3D objects than seen before, many of which Lara may interact with. An emphasis on ancient locations and tombs allows mystery, suspense and characteristic atmosphere to play key roles throughout.

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TOMB RAIDER: THE END?

TOMB RAIDER: THE LAST REVELATION's Operations Director Adrian Smith fields some questions for **DANGEROUS WATERS** about the new game for Dreamcast.

Dangerous Waters: Okay, say I've played the last 3 versions of Tomb Raider, what's the most compelling reason for me to pick this one up?

Adrian Smith: As soon as you load the game you'll be presented with a completely new interface. Gone are the inventory rings, passport etc. We're introducing a brand new inventory system where items can be collected and combined. Also featured is Lara's diary - this will keep a log of the information, maps etc she collects throughout the adventure - it can be referred to at any time. It'll also contain hints and tips as well as a "scrapbook" that tells us more about Lara herself.

We're re-introducing Lara via level one - so you'll be able to find out a lot more about her history and the reasons why she is the way she is today. This is a training level but it's actually part of the game, rather than being in Lara's home (which is not featured at all this time). You'll have to finish this level in order to play **TLR.**

We can't say too much about this just now, but the game will also feature a couple of important characters that have influenced Lara's life tremendously. These characters play integral roles through the entire game. Lara herself is also fully skinned so fans will be able to see far more detail in her.

Egypt as a location offers tremendous scope for atmospheric locations, mythological artefacts, tombs and baddies etc. We've really been able to go to town with some weird and wonderful enemies and the AI is now vastly improved due to an almost new game engine. Lots of Lara's enemies will have the same moves as she does so they'll be much harder to dispatch or outwit - it won't be a case of simply standing on a ledge to avoid them...

The storyline itself, as I said earlier, is more straightforward and will really hook the player into the adventure.

Interaction with characters is far greater, puzzles are all-new and Lara has an array of new moves from complex rope swings/climbs to simply kicking down doors.

Graphically we're looking at the most detailed game yet - as well as new environment mapping, we've been able to introduce far greater levels of detail via new lighting and object systems. 3D Objects will be extensively used to populate environments which would otherwise be sparse - and many of the objects are targettable so Lara will be able to shoot / destroy or interact with them etc.

Gameplay will be a lot simpler than **TRIII** in terms of the player being fully aware of what needs to be done - the difficulty lies in solving the puzzles, rather than spending a long time finding the puzzle components or information.

What are Lara's moves?

To name some: we've introduced ropes (no mean feat). Lara can climb up and down ropes, grab them, swing on them, gain momentum etc. So this means that she's now got a set of completely new options to traverse areas. Since we have ropes, we can also have poles for her to go up and down too.

The hand-over-hand shimmy now goes around corners which also opens up new possibilities. In the past it was obvious where this move would be used - but now Lara can shimmy round corners we have new ways to move her around the map.

We also have door open and door close (with hands), shoulder barge doors, kick down doors etc. Plus new moves with crowbars and other objects, searching bodies, grabbing levers concealed within small holes... the list goes on.

Some of the existing moves have been improved to make animations more fluid - and more practical for the player's control over Lara.

Will Lara get to cruise around in any vehicles?

At the moment we have a jeep and a motorbike with sidecar!

Isn't the game is somehow "less" of a sequel because, despite additional features, it doesn't appear to have radically new technology?

The progression from **TRIII** to **TLR** is the most marked yet. Whilst the engine...

Did you just say "whilst?"

...yes...WHILST the engine isn't brand new, it's been ripped down to it's foundations and completely re-built - so it's around 90% new. Fundamental elements such as the targeting system have been completely re-addressed, as has AI.

How does the balance work out on this? Is it more shooting-based like Tomb 2 or more puzzle based like Tombs 1 and 3?

It's more puzzle-based, ala original **Tomb Raider,** but we're talking all-new puzzles, combined with Lara's new moves and the new inventory system. Items can be combined to help with puzzle solving and information retrieval as well as combat etc. Lara will have everything she needs to solve the puzzles within the near vicinity - so she won't have to spend ages running around the map to collect items. The difficulty will lie in actually working out the puzzles, rather than obtaining the items required to solve them - so it's certainly more like the original game in that respect.

We've got pressure-pads, timed levers, rotating hubs, wheels, hanging switches, switches in holes, levers and fulcrums, platforms and blocks that can be raised, trip wires, breakable walls, direction puzzles (using compass) to name but a few. The old levers from previous games are now obsolete! We have a whole range of new systems for Lara to operate, using a variety of new animations.

Of course we will have shooting but the targeting system has now been completely re-designed so Lara won't necessarily lock-on automatically but will be able to toggle between targets with her guns. In the previous games, as soon as Lara was near an enemy, she would lock-on - this really gave the game away and prevented her from locking onto any other enemy. We were unable to change this due to the fact that it was such a fundamental part of the engine.

Now that the heart of the engine has been ripped out and reconstructed, we can change the whole combat system and also introduce brand-new AI - enemies themselves will have a far greater range of ability and moves. They are given AI that enables them to follow Lara all over the map, mimicking and/or countering her moves - so it's no longer a case of being able to stand on a 'safe' ledge and shoot from a distance. Lara will really have to 'deal' with the majority of enemies so she won't be able to run away from them all - and if she does they'll soon be back to confront her again.

The new inventory replaces the old rings and gives the interface a whole new look. In fact, as soon as you load the game you'll notice that everything is completely changed.

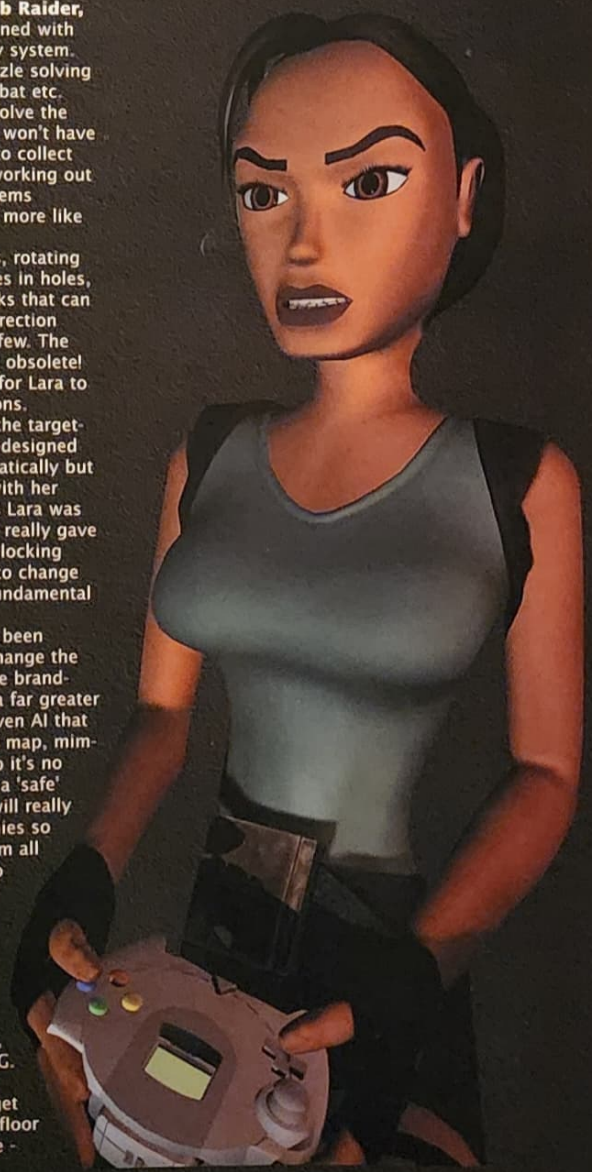
Items can be collected, stored and combined to solve some of the puzzles, or generally make life easier for Lara. EG. combine a torch (if you have batteries) with your gun and you'll be able to target in the dark. Collect dry sticks from the floor and Lara can then light them from a fire - they will burn for a limited time. Binoculars will also be available to enable Lara to read inscriptions that she can't with the naked eye - she can zoom in and out with these. Once read, info will appear in the diary (in inventory) as if Lara's written it in herself. Maps can also be collected and when pieced together may give access to secret areas... The diary also features hints and tips, save-game, a scrapbook and other useful clues, notes etc.

The big baddie here is the Egyptian god Set. Where does Lara's nemesis fit into the picture?

Von Croy. He used to be Lara's mentor (we discover this in level one). We learn that Lara once had to abandon Von Croy due to unforeseen circumstances, but that he's now back on the scene and has actually, unbeknown to Lara, hired her. Lara soon discovers this so it's a game of cat and mouse to see who comes out on top.

Is the end of Tomb Raider 4 REALLY the final for the series?

Well, the title certainly seems to imply that... but who knows!



HACKER'S HEAVEN

by Savior

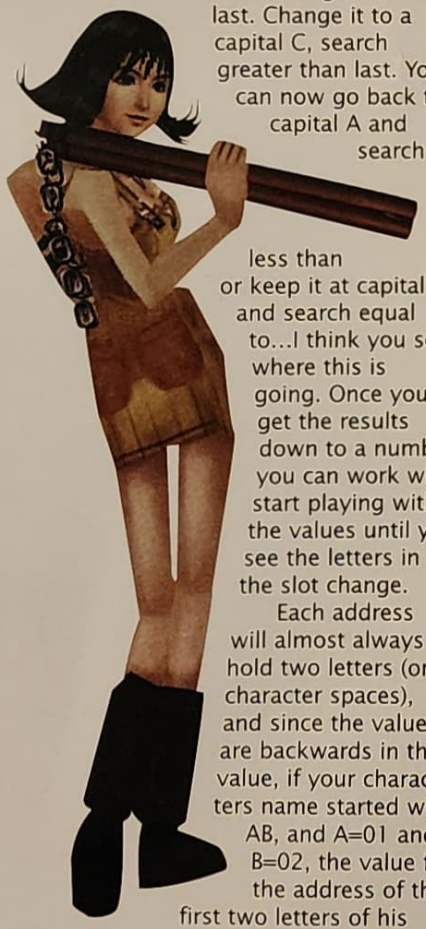
This issue I'll explain the process of hacking a name modifier code for Role Playing Games. Please note that no two games are programmed exactly the same, and that the method I'm about to explain will not work for all Role Playing Games. However, it should give you a little insight as to how hacking works.

I'll use **Final Fantasy 8** (PlayStation) for this issue's lesson. Let's begin.

Lesson 1: Renaming Characters in Role Playing Games

Each letter in a character's name has a value. Let's assume that capital A is 01. Then capital B will be 02. Capital C...03, and so on.

Right off the bat, you don't know what the value will be for each letter. So get to the "Name Your Character Screen" (in the case of FF8 it's right in the beginning for Squall, in the infirmary). Clear all of the spaces for the name and then make the first letter a capital A. Search the memory for an unknown value. Change the letter to a capital B and then search for greater than last. Change it to a capital C, search greater than last. You can now go back to capital A and search less than or keep it at capital C and search equal to...I think you see where this is going. Once you get the results down to a number you can work with, start playing with the values until you see the letters in the slot change.



Each address will almost always hold two letters (or character spaces), and since the values are backwards in the value, if your characters name started with AB, and A=01 and B=02, the value for the address of the first two letters of his name would be 0201.

The letter values for Final Fantasy are as follows,

45	A	5F	a
46	B	60	b
47	C	61	c
48	D	62	d
49	E	63	e
4A	F	64	f
4B	G	65	g
4C	H	66	h
4D	I	67	i
4E	J	68	j
4F	K	69	k
50	L	6A	l
51	M	6B	m
52	N	6C	n
53	O	6D	o
54	P	6E	p
55	Q	6F	q
56	R	70	r
57	S	71	s
58	T	72	t
59	U	73	u
5A	V	74	v
5B	W	75	w
5C	X	76	x
5D	Y	77	y
5E	Z	78	z

Then you'll find the address for Squall's first two letter slots is: 80077390

So with his name being Squall, that address would read: 80077390 6F57

57 for the capital S
6F for the lowercase q
and the order is reversed in the value

Once you find the value for each letter, you can search for the other characters' names. Now you can search for an exact value, rather than an unknown value. For example, if you wanted to find the address for the first two letters of Zell, you would do a search for 635E,

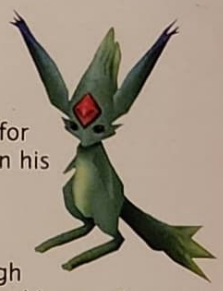
5E for the capital Z
63 for the lowercase e
and the order is reversed in the value

You'll find that slot is 80077F164.

The last part of the equation is the addresses for the 3rd and 4th letters, 5th and 6th letters, and so on. In Final Fantasy 8, and in most games, the next letters in the name are held in the next line of code.

For example, if the address for the first letters in Zell's name is:
80077F164

then the address for the next two letters in his name is:
80077F166



I hope this explains it well enough for you. Here are the addresses for 3 characters and 3 Guardian Forces. Your assignment is to find the rest and report back to me. You'll be graded on efficiency, quality of work, and thoroughness.

Characters

Squall

letter 1 and 2	80077390 xxxx
letter 3 and 4	80077392 xxxx
letter 5 and 6	80077394 xxxx
letter 7	80077396 00xx

Zell

letter 1 and 2	8007F164 xxxx
letter 3 and 4	8007F166 xxxx
letter 5 and 6	8007F168 xxxx
letter 7	8007F16A 00xx

Rinoa

letter 1 and 2	8007739C xxxx
letter 3 and 4	8007739E xxxx
letter 5 and 6	800773A0 xxxx
letter 7	800773A2 00xx

Guardian Forces

Quezacotl

letter 1 and 2	800773C8 xxxx
letter 3 and 4	800773CA xxxx
letter 5 and 6	800773CC xxxx
letter 7 and 8	800773CE xxxx
letter 9 and 10	800773D0 xxxx

Shiva

letter 1 and 2	8007740C xxxx
letter 3 and 4	8007740E xxxx
letter 5 and 6	80077410 xxxx
letter 7 and 8	80077412 xxxx
letter 9 and 10	80077414 xxxx

Carbuncle

letter 1 and 2	80077560 xxxx
letter 3 and 4	80077562 xxxx
letter 5 and 6	80077564 xxxx
letter 7 and 8	80077566 xxxx
letter 9 and 10	80077568 xxxx

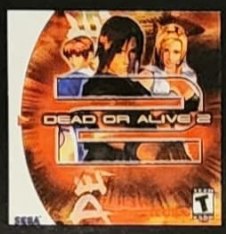
Please visit our website at:
www.gameshark.com
and send me feedback and/or suggestions for future "Hacking Tips."

REVIEWS

Dead or Alive 2

By Little Timmy

Genre:	**Fighting**
Platform:	**DC**
Developer:	**Tecmo**
Publisher:	**Tecmo**
ESRB:	**T**
Overall:	**9.4**
Graphics:	**9**
Sound:	**9**
Control:	**10**
Fresh Factor:	**10**
Gamelife:	**9**



Gratuitous breast and panty shots aside, we have a tight fighter on our hands. I honestly don't think the bouncing factor was over the top - but unrealistic and unnecessary in the long run. If the gameplay was lame or there was something missing, I would naturally attack these inclusions as a gimmick. Since everything is right-on here, let's chalk it up to schtick.

The first thing you'll naturally notice is the gorgeous graphics. Characters, backgrounds and movements are all very life-like. I didn't notice any of the common graphical, angle or movement problems which most often plague 3D games.

Some nice additions to the environments occur with the multi-level arenas. Opponents can be thrown through a stained-glass window, wooden railings and other barriers to a lower fighting arena, adding some needed depth to the standard 3D rings.

If you're going it alone, Story Mode is where you're at. Each character has their own story, conveyed through cut-scenes between the fights. All of the speech is in Japanese with English subtitles - Both a curse and a blessing. I think some of the lines were mistranslated, or they just aren't as meaningful in English. But at the same time, the game's not inflicted with the ultra-poor, half-assed American voice actors who usually show up for these types of jobs. Regardless, the fighting action is wonderful in any language. After you fight through your story, regardless of your character, you will face a big ogre forest-dwelling chap. He's pretty tough, mind you, but easily beaten after a few tries. While the Story Mode is well done, as with every fighting game, the VS Mode is where the real action goes down.

Another cool feature is the Tag Battle Mode where 1 to 4 players can duke it out with alternating fighters. It's the standard, one guy gets beaten and the other guy takes his place, type deal. Also note, with 4 players, only 2 characters fight at a time. It's arranged in a P1&P2 Vs P3&P4 manner. Each person has one character, when P1's character is beaten, in comes P2, etc. Some good variety, for sure.

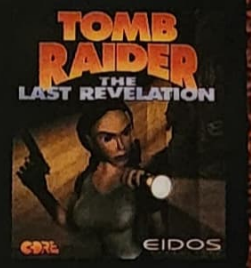
And there you have it. A very cool fighting game with a slight bit of a learning curve. Once you pick up the controls, many fruitful bouts await you. This is one for every Dreamcast owners' library.

You'll like this game if you like: Soul Calibur, **Dead or Alive** for PlayStation, **Tekken 1,2,3**, well made 3D fighters

Tomb Raider: The Last Revelation

By Lik

Genre:	**Action**
Platform:	**DC**
Developer:	**Eidos**
Publisher:	**Eidos**
ESRB Rating:	**TBA**
Overall:	**8.8**
Graphics:	**10**
Sound:	**9**
Control:	**8**
Fresh Factor:	**7**
Gamelife:	**10**



Attention Lara Croft fan-boys! Video game world poster gal is back! But this time she arrives on the Sega DreamCast. Follow Lara on another big adventure, full of everything that you expect from her previous titles, plus a whole lot more.

This time around you are immersed in a visual feast, full of rich, smooth animation, beautiful backgrounds only the Dreamcast can deliver. The attention to detail is incredible! Right down to the bounce of Lara's pigtails, the detail of the water, the texture of the various structures, nothing has been left out. This has to be one of the best titles graphic-wise as far as in-game play, from the lighting of the characters to the movement of their bodies. And for the sound department, just as intense as the graphics. Incredible sound effects give it that movie feel, they definitely spent a lot of time working out the sound. Just goes to show how awesome and versatile the Dreamcast is.

What good is a game if the actual gameplay is bad, well you need not worry here, the game is very easy to play. The controls are very responsive and accurate, unlike the PSX version, which can be a bit sluggish at times. On land or in water, Lara can be manipulated with ease. Once you get a hang of what each button does, which should only take you a few minutes, it's all cake from there.

While this is a remake of the PSX title, and is the same concept as the other **Tomb Raider games**, I still think it is extremely fun; I had a hard time putting it down. Half of it was the way the game looked. Looking at the imagery was just one definite selling-point of the game, and the gameplay is damn good too. If you own a Dreamcast, this is a definite buy. Even if you aren't a big **Tomb Raider** fan, pick the game up just so you can see what the Dreamcast is capable of. You won't be disappointed! With the PSX 2 coming soon, Sega needs titles like this one to keep the Dreamcast a float. Nice job Eidos! SOLA.....

You'll like this game if you like: the **Tomb Raider** series

Die Hard Trilogy 2

By Dullmann

Genre:	**Action**
Platform:	**PSX**
Developer:	**N-Space**
Publisher:	**Fox Int.**
ESRB Rating:	**M**
Overall:	**9.5**
Graphics:	**8.5**
Sound:	**9.0**
Control:	**9.5**
Fresh Factor:	**10**
Gamelife:	**9.5**

Die Hard Trilogy 2, yippie-ki-yay mutha... Okay, enough about that, let's get back to the game.

I loved the original Die Hard Trilogy. The graphics on this installment have been improved (though I've played better). However, the control and sound make up for what the game lacks graphically... kinda pulls it together, if you will. Plus, **First Person Mode** in TPS mode adds an element missing from the original.

Come and Die

Witness the carnage! Man, could they add any more blood to this one? Enemies go down in a blaze of bullets with blood spraying all over walls, the floor and other enemies. If you get wounded a trail of blood will lead the enemies right to your hiding spot. Targeting enemies is on time and the character control is rather smooth. You may want to fool around with the controller settings they're rather confusing at first. Advanced Mode controller setting adds a more realistic targeting system and utilizing a dual shock controller to the fullest.

Are You Talking To Me?

Sharpshooter mode rocks! That's all I have to say about that. Tons of dumbass enemies for your shooting pleasure. It's funny to see those pixilated bastards drop like flies as they meander directly in front of your crosshairs. On top of it all, you can blast em till they're lying on the floor. With a light gun in port 2, insert a normal controller in port 1 for easy reloading and for simplified flacking... flacking - you know throwing grenades and such?

Drive 'Er Home

The driving game is bad ass! Run over people, cows you name it - you can run it over! The control is pretty damn good. Realistic enough to feel a difference between vehicle types. At times the screen can be rather dark and lead you into a dead end, but for the most part it doesn't take away from the gameplay.

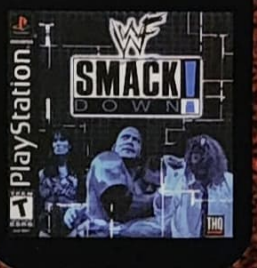
Overall, **Die Hard Trilogy** has what it takes to keep you glued to your Station for quite some time. With three completely different genres mixed into one title, your girl is gonna have to pry you away.

You'll like this game if you like: Die Hard Trilogy

WWF Smackdown!

By Gandor

Genre:	**Fighting**
Platform:	**PSX**
Developer:	**THQ**
Publisher:	**THQ**
ESRB Rating:	**T**
OVERALL RATING:	**1.9**
Graphics:	**4.5**
Sound:	**4.5**
Control:	**0.9**
Fresh Factor:	**1**
Gamelife:	**1**



After playing this game, I can finally smell what the Rock is cooking, and it's a load of crap. It's very true that I don't like wrestling to begin with, and that may taint my opinion of this game. But it's very hard to make a justifiably negative opinion any lower.

Let's start with he graphics - they're no better than the slew of wrestling games that have come before them. Evolution people, embrace the concept. Then there's the sound, but I guess there's not much to wrestling besides panting, cheering, and people screaming "Show us your puppies!" The control is where WWF Smackdown! truly begins to suffer. My 80 year-old grandmother is more nimble with her walker. When I press a button on the controller, I want to see something happen immediately, not 5 seconds later. But I guess this slowness may be a fairly accurate representation of a professional wrestler. As for the fresh factor, I've eaten stale bread that had more freshness than this game. When a baby is tired, you put it to bed. When someone dies, you put them to rest. Do I need to continue with the analogies?

Like I said in the beginning, my "love" of wrestling may bias my opinion of this game. I sure hope it did, because if it didn't interfere, this game is one big, steaming pile of pooh all by itself.

You'll Like This Game if You Liked: Gladiator films, cross-dressing or tractor pulls. Or if you liked WCW Mayhem or WWF Attitude.

REVIEWS

Metal Slug - First Mission

By Derux

Metal Slug: First Mission is a great little game, and if you actually own a Neo Geo Pocket you should definitely pick this up. It's based on the aging arcade series of the same name, and is as much fun as any side scrolling shoot-the-commie-bastards game that I can remember. The Neo Geo Pocket version also adds a bit of depth to the game with a non-linear level arrangement, allowing for more varied play.

You start the game as a stubby little commando fella, pitted against a marauding army of equally stubby soldiers under the control of the usual ambiguous terrorist dictator. I can only assume the terrorist dictator is of equally stubby stature. As you progress in the game you get do drive a ridiculous (and stubby) little tank and pilot an equally absurd Harrier jet. The tank is particularly wonderful because it can scrunch its caterpillar treads up and hop into the air! The soldier, tank and jet incarnations have all the weapons and power-ups you'd expect, such as missiles, bombs, shotguns and machineguns. There are many varieties of bad guys and they all have their own unique and usually goofy means of attack, I'm particularly fond of the guys who hide behind riot cop shields and fire bazookas at you. The Bosses are just downright silly looking.

Metal Slug has remarkably good graphics for a handheld game and it moves pretty fast and furiously. The controls are a bit strange and may take a little getting used to, especially for the tank, but overall they get the job done. The best part about this game is that there are lots of ways to go through it and you don't keep playing through the same way every time. There are even special levels you go to when your tank gets blown up or your jet gets shot down. Metal Slug has great game life and provides lots of new stuff for you to uncover even after you've beaten it.

You'll like this game if you like: Bionic Commando, Contra

Genre:	**Action**
Platform:	**Neo Geo Pocket**
Developer:	**SNK**
Publisher:	**SNK**
ESRB Rating:	**E**
Overall:	**8**
Graphics:	**8**
Sound:	**7**
Control:	**7**
Fresh Factor:	**9**
Gamelife:	**9**

Bionic Commando

By Little Timmy

When I think back to my NES days, the game I remember playing the most is Bionic Commando. Now, it's on my desk in a wonderful Game Boy Color version.

This time around, you have a choice between a female or male character. The female is considerably faster, but the male can take more hits. I chose the male for my adventure. Next time through, I think I'll escort the lady through a fine day of swinging and shooting.

Your main goal is to stop a bunch of bad guys who have a super-weapon called the Albatross. You have a gun (upgraded as you progress) and a long mechanical arm with a claw on the end. You use the claw to swing from platform to platform, climb up to a higher platform, catch supplies and stun enemies. The action is of your basic hop along platforms and kill bad guys until you reach the level boss variety, but it's very fun and addictive - just as the original was.

The graphics are your standard Game Boy Color graphics and you get the standard Game Boy quality music and sound. The control is on point and responsive. The freshness is a bit stale, since this game was out quite a few years ago, but it's still damn fun today! The use of the claw arm to maneuver is a refreshing change from the standard jump. And I'll say that once you pick Bionic Commando up you'll be playing it for some time.

You have my firm recommendation to go out and buy this game. Nostalgic and first time players will equally love it.

You'll Like This Game if You Liked: the original **Bionic Commando**, side scrolling platformers

Genre:	**Action**
Platform:	**DC**
Developer:	**Eidos**
Publisher:	**Eidos**
ESRB Rating:	**TBA**
Overall:	**8.8**
Graphics:	**10**
Sound:	**9**
Control:	**8**
Fresh Factor:	**7**
Gamelife:	**10**

GAME TIPS & TRICKS

PLAYSTATION

1. Duke Nukem: Time To Kill

Level Select
While the game is paused, press down nine times, and up once. Now exit back to the main menu and select the new option "Time to Kill" to enable the level select.

2. Um Jammer Lammy

Bonus Parrappa Levels:
Go to the level selection screen after finishing the game. Press right until you see the Parappa levels.

3.Grand Theft Auto: London 1969

The Big Cheat (and I do mean big)
Enter HAROLDHAND as your player name and start a game.

NINTENDO 64

1. Hybrid Heaven

Play as an Alien
Enter L, R, L, R and Z at the title screen

Play as president Weller
Enter L, R, L, R and Start at the title screen

2. Road Rash 64

Unlock all Bikes and Tracks
Press the following buttons at the main menu: C-Up, C-Left, C-Left, C-Right, L, R, C-Down, Z

Scooters
From the main screen press C-Down, C-Right, C-Up, C-Left, Z(2x), L, C-Left

3. Vigilante 8

All characters and levels
Enter JTBT7CFD1LRMGW as a password.

Invincibility
Enter LIVING_FOREVER as a password.

DREAMCAST

1. Expendable

Extra lives
This must be done while playing the game. Enter: A, B, X, Y, Left Trigger, Right Trigger, Up, Down, Left, Right.

Level Skip
This must be done while playing the game. Enter: Y, Y, X, X, Left Trigger, Right Trigger, Down, Down, Up, Up.

2. Incoming

Cheat Menu
When you turn on the game, press START. When the main menu appears, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y to reveal the cheat menu. Here you may choose your starting mission, infinite lives, infinite shields, etc

3. Sega Rally 2

Unlock all Cars
Press Up, Down, Up, B, A, Left, B(2), Down at the title screen.

All tracks and Seasons
Press Up, Left, Down, Right, B, A, B, Right, Down at the title screen. All tracks, including the Secret Rally track will be unlocked.

Alexi Lalas International Soccer

Enable All Secret Teams 800e4d3cffff
Home Team Scores 10. . . . . 8011ff54000a
Home Team Scores 0. . . . . 8011ff540000
Away Team Scores 10 . . . . . 80120178000a
Away Team Scores 0 801201780000

Big Air

Max Score P1 . . . . . 8007bc1cffff
Time Reads 00:00:00. . . . . 8006ab940000

Colin McRae Rally

Stop Timer 800c65480000
Enable All Tracks/Cars 80010098ffff

Darkstalkers

Sudden Death Mode P1 . . . . d00cd85a000a
Sudden Death Mode P1 . . . . 800cd1a00001
Sudden Death Mode P2 . . . . d00cd85a000a
Sudden Death Mode P2 . . . . 800cd5140001
Sudden Death Mode P1 . . . . d01c38e85a01
Sudden Death Mode P1 . . . . 801c0e560001
Sudden Death Mode P2 . . . . d01c38e85a01
Sudden Death Mode P2 . . . . 801c1c22a0001

Deception 3: Dark Delusion

Infinite Health. 800c33860190
Infinite Ark 800b8dacffff
Ceiling Trap No Load Time. . 800c0d540000
Wall Trap No Load Time 800c0de80000
Floor Trap No Load Time . . . 800c0e7c0000
All Base Traps 50000a20000a
All Base Traps 300baf080000
All Chaos Traps 50000a20000a
All Chaos Traps 300baf080007
All Cold Traps 50000a20000a
All Cold Traps 300baf080003
All Cursed Traps 50000a20000a
All Cursed Traps 300baf080006
All Fire Traps. 50000a20000a
All Fire Traps 300baf080002
All Hell Traps 50000a20000a
All Hell Traps 300baf080008
All Impact Traps 50000a20000a
All Impact Traps 300baf080004
All Rising Traps. 50000a20000a
All Rising Traps 300baf080005
All Slave Traps 50000a20000a
All Slave Traps. 300baf080009
All Special Traps. 500006040001
All Special Traps. 300bb0480064
All Thunder Traps. 50000a20000a
All Thunder Traps 300baf080001
All Traps Have 4 Orbs 500056040000
All Traps Have 4 Orbs 300baf0a0003
All Traps Have Auto Ring. . . 500056040000
All Traps Have Auto Ring . . . 300baf090005
All Traps Have Charge Ring. 500056040000
All Traps Have Charge Ring . 300baf090001
All Traps Have Damage Ring 500056040000
All Traps Have Damage Ring 300baf090006
All Traps Have Summon Ring500056040000
All Traps Have Summon Ring 300baf090002
All Traps Have Timer Ring. . 500056040000
All Traps Have Timer Ring. . . 300baf090003
All Traps Have Zero Ring . . . 500056040000
All Traps Have Zero Ring. . . . 300baf090004
Expert Complete 500006020000
Expert Complete. 800c35a0ffff
Expert Complete 800c35ac000f
Full Trap Guide. 300b8d9c006a
Full Trap Guide. 50006a020000
Full Trap Guide. 300bae280001

Die Hard Trilogy 2

Infinite Health All Modes . . . d0081e84006d
Infinite Health All Modes 800fa28401f4
Infinite Health All Modes . . . d0081e840067
Infinite Health All Modes 800fa87001f4
Infinite Health All Modes . . . d0081e84007b
Infinite Health All Modes. . . . 80101c9401f4
Infinite Ammo 1st Person Mode. d00fa8700067
Infinite Ammo 1st Person Mode. 800fa8c00063
Infinite Ammo 1st Person Mode. d00fa8700067
Infinite Ammo 1st Person Mode. 800fa8c40063
Infinite Ammo 1st Person Mode. d00fa8700067
Infinite Ammo 1st Person Mode. 800fa8c80063
Infinite Ammo 3rd Person Mode. d00fa870007b
Infinite Ammo 3rd Person Mode. 80101d140063
Infinite Ammo 3rd Person Mode. d00fa870007b
Infinite Ammo 3rd Person Mode. 80101d080063
Infinite Ammo 3rd Person Mode. d00fa870007b
Infinite Ammo 3rd Person Mode. 80101cc80063
Infinite Ammo 3rd Person Mode. d00fa870007b
Infinite Ammo 3rd Person Mode. 80101cb80062
Infinite Frag Grenades 1st Person Mode. d00fa8700067
Infinite Frag Grenades 1st Person Mode. 800fa8e00005
Infinite Grenades 3rd Person Mode. d00fa870007b
Infinite Grenades 3rd Person Mode. 80101d100005
Infinite Grenades 3rd Person Mode. d00fa870007b
Infinite Grenades 3rd Person Mode. 80101d040005
Infinite Grenades 3rd Person Mode. d00fa870007b
Infinite Grenades 3rd Person Mode. 80101d000007
Infinite Grenades 3rd Person Mode. d00fa870007b
Infinite Grenades 3rd Person Mode. 80101d0c0005
Infinite Grenades 3rd Person Mode. d00fa870007b
Infinite Grenades 3rd Person Mode. 80101cc40005
Infinite Time Driving Mode . d0081e84006d
Infinite Time Driving Mode . . 800fc038647c
Infinite Nitros Driving Mode. d0081e84006d
Infinite Nitros Driving Mode . 800fa2901388

Disney's Tarzan

Infinite Health. 8008e03c0160
Infinite Health. 8008e03e2402
Max Health. 8008d10c0160
Max Health. 8008d10e2405
Always Have Weapon 800a52180010
Infinite Time: Bonus Level . . 800a34701910
Have All Levels/Movies . . . 500000d020000
Have All Levels/Movies 30059d7300ff
Have All Levels 100% Complete. . 500000d020000
Have All Levels 100% Complete. . . 30059d740064

ECW Hardcore Revolution

Infinite Creation Points. 800680d00000
Player 1 Play As Cyrus 800b5b3c000d
Player 1 Play As Mack Daddy 800b5b3c000f
Player 1 Play As Gertner. . . . 800b5b3c0015
Player 1 Play As Jeff Jones . . 800b5b3c0019
Player 1 Play As Beulah. 800b5b3c001c
Player 1 Play As Mad Goat . . 800b5b3c001d
Player 1 Play As Nurse 800b5b3c001f
Player 1 Play As Tommy Rich 800b5b3c0022
Player 1 Play As Santoro . . . 800b5b3c0025
Player 1 Play As Sound Guy. 800b5b3c0027
Player 1 Play As The Sheik. . 800b5b3c0028
Player 1 Play As Skull 800b5b3c0029
Player 1 Play As H Slash 800b5b3c002a
Player 1 Play As Louie 800b5b3c002e
Player 1 Play As J Styles 800b5b3c0030
Player 1 Play As Taz 800b5b3c0032
Player 1 Play As Trainer 800b5b3c0033
Player 1 Play As Excel 800b5b3c0036

Fear Effect

Infinite Ammo 800778100001
Infinite Health 800778100002
Infinite Health/Ammo 800778100003
1-Hit Death (Firearms) 800778100004
x2 Ammo 800778100008
Inf.Ammo/Health/1-Hit Death800778100007
Inf. Health/1-Hit Death/ x2Ammo 8007781000e

Final Fantasy VIII

Infinite Amount All Items . . . 5000c6020001
Infinite Amount All Items . . . 80077ebc6401
Infinite HP Alexander 80078da4270f
Infinite HP Alexander 80078da6270f
Infinite HP Alexander. 300776810001
Infinite HP Squall. 8007780a270f
Infinite HP Squall. 80077808270f
Level 99 Alexander 80078dac0063
Level 99 Bahamut 80078dc40063
Level 99 Brothers. 80078d700063
Level 99 Cactuar 80078dd00063
Level 99 Carbuncle 80078d7c0063
Level 99 Cerberus 80078da00063
Level 99 Diablos 80078d7c0063
Level 99 Doomtrain. 80078db80063
Level 99 Eden 80078de80063
Level 99 Irit 80078d580063
Level 99 Leviathan. 80078d880063
Level 99 Pandemona 80078d940063
Level 99 Quezacotl 80078d400063
Level 99 Shiva 80078d4c0063
Level 99 Siren 80078d640063
Level 99 Tonberry 80078ddc0063
Maximum Experience Alexander 80078da8e0ff
Maximum Experience Alexander 80078daa05f5
Maximum Experience Bahamut80078dc0e0ff
Maximum Experience Bahamut 80078dc205f5
Maximum Experience Brothers80078d6ce0ff
Maximum Experience Brothers 80078d6e05f5
Maximum Experience Cactuar 80078dcce0ff
Maximum Experience Cactuar80078dce05f5
Maximum Experience Carbuncle 80078d78e0ff
Maximum Experience Carbuncle 80078d7a05f5
Maximum Experience Cerberus80078d9ce0ff
Maximum Experience Cerberus 80078d9e05f5
Maximum Experience Diablos 80078d78e0ff
Maximum Experience Diablos80070d7a05f5
Maximum Experience Doomtrain. 80078db4e0ff
Maximum Experience Doomtrain. 80078db605f5
Maximum Experience Eden . . 80078de4e0ff
Maximum Experience Eden . 80078de605f5
Maximum Experience Irit . . . 80078D54e0ff
Maximum Experience Irit . . . 80078d5605f5
Maximum Experience Leviathan. 80078D84e0ff
Maximum Experience Leviathan. 80078d8605f5
Maximum Experience Pandemona 80078d90e0ff
Maximum Experience Pandemona 80078d9205f5
Maximum Experience Quezacotl 80078d3ce0ff
Maximum Experience Quezacotl 80078d3e05f5
Maximum Experience Shiva. . 80078d48e0ff
Maximum Experience Shiva . 80078d4a05f5
Maximum Experience Siren . . 80078d60e0ff
Maximum Experience Siren . 80078d6205f5
Maximum Experience Squall . 8007780ce0ff
Maximum Experience Squall. 8007780e05f5
Maximum Experience Tonberry 80078dd8e0ff
Maximum Experience Tonberry 80078dda05f5
Maximum HP Bahamut 30077709001
Maximum HP Bahamut 80078dbc2704
Maximum HP Bahamut. 80078dbe270f
Maximum HP Brothers. 300774e90001
Maximum HP Brothers 80078d68270f
Maximum HP Brothers 80078d6a270f
Maximum HP Cactuar 3007774d0001
Maximum HP Cactuar. 80078dc8270f
Maximum HP Cactuar 80078dca270f
Maximum HP Carbuncle . . . 300775710001
Maximum HP Carbuncle. . . . 80078d74270f
Maximum HP Carbuncle. . . . 80078d76270f
Maximum HP Cerberus 3007763d0001
Maximum HP Cerberus 80078d98270f
Maximum HP Cerberus. 80078d9a270f
Maximum HP Diablos 3007752d0001
Maximum HP Diablos. 80078d74270f
Maximum HP Diablos. 80078d76270f
Maximum HP Doomtrain. . . 300776c50001
Maximum HP Doomtrain . . . 80078db0270f
Maximum HP Doomtrain . . . 80078db2270f
Maximum HP Eden 300777d50001
Maximum HP Eden. 80078de0270f
Maximum HP Eden. 80078de2270f
Maximum HP Irit 300774610001
Maximum HP Irit. 80078d50270f
Maximum HP Irit. 80078d52270f
Maximum HP Leviathan . . . 300775b50001
Maximum HP Leviathan . . . 80078d80270f
Maximum HP Leviathan . . . 80078d8227 0f
Maximum HP Pandemona . . 300775f90001
Maximum HP Pandemona . . 80078d8c270f
Maximum HP Pandemona . . 80078d8e270f
Maximum HP Quezacotl . . . 300773d90001
Maximum HP Quezacotl. . . . 80078d38270f
Maximum HP Quezacotl. . . . 80078d3a270f
Maximum HP Shiva 3007741d0001
Maximum HP Shiva 80078d44270f
Maximum HP Shiva 80078d46270f
Maximum HP Siren 300774a50001
Maximum HP Siren 80078d5c270f
Maximum HP Siren 80078d5e270f
Maximum HP Tonberry 300777910001
Maximum HP Tonberry. 80078dd4270f
Maximum HP Tonberry. 80078dd6270f
Maximum Luck Squall 3007781700ff
Maximum Mag Squall 3007781400ff
Maximum Spd Squall. 3007781600ff
Maximum Spr Squall 3007781500ff
Maximum Str Squall 3007781200ff
Maximum Vit Squall 3007781300ff
Level 20 Squall. 8007780c4a38
Level 20 Squall. 8007780e0000
Level 100 Squall. 8007780cffff
Level 100 Squall. 8007780e0001
Level 20 Quistis 800779d44a38
Level 20 Quistis. 800779d60000
Level 100 Quistis 800779d44ffff
Level 100 Quistis. 800779d60001
Level 20 Irvine 8007793c4a38
Level 20 Irvine 8007793e0000
Level 100 Irvine 8007793cffff
Level 100 Irvine 8007793e0001
Level 20 Zell 800778a44a38
Level 20 Zell. 800778a60000
Level 100 Zell. 800778a4ffff
Level 100 Zell. 800778a40001
Level 20 Rinoa 80077a6c4a38
Level 20 Rinoa 80077a6e0000
Level 100 Rinoa 80077a6cffff
Level 100 Rinoa 80077a6e0001
Level 20 Selphie. 80077b044a38
Level 20 Selphie. 80077b060000
Level 100 Selphie. 80077b04ffff
Level 100 Selphie 80077b060001

Gran Turismo 2

Start On 2nd Lap d00a9d1c0001
Start On 2nd Lap 800a9d1c0002
Quick Win. d00a9d1c0000
Quick Win. 800a9d1c0002
Maxium Cash. 801d133a1525
Maxium Cash. 801d1338e0ff
Have All Gold Licenses 500043840000
Have All Gold Licenses 801caac80400
Gold Licenses B. 801ccad00400
Gold Licenses B 801ccb740400
Gold Licenses B. 801ccc180400
Gold Licenses B. 801cccbc0400
Gold Licenses B 801ccd600400
Gold Licenses B. 801cce040400
Gold Licenses B. 801ccea80400
Gold Licenses B 801ccf4c0400
Gold Licenses B 801ccff00400
Gold Licenses B 801cd0940400
Gold Licenses A 801cc4680400
Gold Licenses A 801cc50c0400
Gold Licenses A 801cc5b00400
Gold Licenses A 801cc6540400
Gold Licenses A. 801cc6f80400
Gold Licenses A 801cc79c0400
Gold Licenses A 801cc8400400
Gold Licenses A 801cc8e40400
Gold Licenses A 801cc9880400
Gold Licenses A. 801cca2c0400
Gold Licenses I-C 801cbe000400
Gold Licenses I-C 801cbea0400
Gold Licenses I-C 801cbf480400
Gold Licenses I-C 801cbfec0400
Gold Licenses I-C 801cc0900400
Gold Licenses I-C 801cc1340400
Gold Licenses I-C 801cc1d80400
Gold Licenses I-C 801cc27c0400
Gold Licenses I-C 801cc3200400
Gold Licenses I-B 801cb7890400
Gold Licenses I-B 801cb83c0400
Gold Licenses I-B 801cb8e00400
Gold Licenses I-B 801cb9840400
Gold Licenses I-B 801cba280400
Gold Licenses I-B 801cbacc0400
Gold Licenses I-B 801cbb700400
Gold Licenses I-B 801cbc140400
Gold Licenses I-B 801cbcb80400
Gold Licenses I-B 801cbd5c0400
Gold Licenses I-A 801cb1300400
Gold Licenses I-A 801cb1d40400
Gold Licenses I-A 801cb2780400
Gold Licenses I-A 801cb31c0400
Gold Licenses I-A 801cb3c00400
Gold Licenses I-A 801cb4640400
Gold Licenses I-A 801cb5080400
Gold Licenses I-A 801cb5ac0400
Gold Licenses I-A 801cb6500400
Gold Licenses I-A 801cb6f40400
Gold Super License 801caac80400
Gold Super License 801cab6c0400
Gold Super License 801cac100400
Gold Super License 801cacb40400
Gold Super License 801cad580400
Gold Super License 801cadfc0400
Gold Super License 801caea00400
Gold Super License 801caf440400
Gold Super License 801cafe80400
Gold Super License. 801cb08c0400
Quick Win. d00a9d1c0000
Quick Win. 800a9d1c0002
Quick Win. 801d563a0200

Hydro Thunder

Always Place 1st 8009dd580001
Unlock All Tracks And Boats. 800a223c0000
Unlock All Tracks And Boats. 800a223e0000
Unlock All Tracks And Boats 800a22400000
Unlock All Tracks And Boats 800a22420000
Unlock All Tracks And Boats 800a22440000
Unlock All Tracks And Boats 800a22460000
Unlock All Tracks And Boats 800a22480000

Kensei: Sacred Fist

Hit Your Opponent Anywhere On The Screen 8005cb262400
Sudden Death Mode P1 . . . . d00102d2000a
Sudden Death Mode P1 . . . . 800c4d700001
Sudden Death Mode P2 . . . . d00102d2000a
Sudden Death Mode P2 . . . . 800c4d800001

Lego Racers

Time Is 0:00:00. . . . . 800b026e2400
Unlock Everything d00687b04003
Unlock Everything. 8016ace8ffff
Maintain Speed Off Track. . . 3006bb080001
Rocket Cars 3006bb080002
All Pickups Are Red 3006bb080004
All Pickups Are Yellow 3006bb080008
All Pickups Are Green 3006bb080010
Reversed Rocket Racer Run Track. 3006bb080020
All Pickups Are Grapple 3006bb080040
Pickups Are Maximum. 3006bb080080
Maintain Speed/Rocket Cars 3006bb080003
Maintain Speed/Rocket Cars/Pickups Maximum 3006bb080083
Turbo Mode. 3006bb090001
No Wheels 3006bb090002
No Chassis. 3006bb090004
No Driver 3006bb090008
Turbo Mode/No Driver 3006bb090009
No Wheels/No Chassis/No Driver. 3006bb09000e
All Cheats 8006bb080fff

Marvel Super Heroes vs. Street Fighter

Sudden Death Mode P1 . . . . d0070782000a
Sudden Death Mode P1 . . . . 800707b20001
Sudden Death Mode P1 . . . . d0070782000a
Sudden Death Mode P1 . . . . 80070da40001
Sudden Death Mode P2 . . . . d0070782000a
Sudden Death Mode P2. . . . 800707b60001
Sudden Death Mode P2 . . . . d0070782000a
Sudden Death Mode P2 80071164001

Marvel Vs. Capcom Clash Of The Superheroes

P1 Infinite Health 8007c1240090
P1 1 Hit Kill d007c1240090
P1 1 Hit Kill 8007c1240001
P1 Instant Death. 8007c1240000
P2 Infinite Health 8007c5340090
P2 1 Hit Kill d007c5340090
P2 1 Hit Kill 8007c5340001
P2 Instant Death. 8007c5340000
Unlock Everything 500003020000
Unlock Everything 8007b72cffff

Medal of Honor

All Multiplayer Characters Available 80038646ffff
Victory (Gallery Mode) 80038ca80001
Capt. Dye Mode (Gallery Mode) 80038640001

NASCAR Rumble

Enable All Difficulty Levels . 300b71350002
Enable Locales, Tracks, & Legend Drivers. . . 50000d020000
Enable Locales, Tracks, & Legend Drivers. . . 800b71360202

NBA In The Zone 2000

Home Team Scores 150 . . . 800922280096
Home Team Scores 0. 800922280000
Away Team Scores 150 . . . . 8009245c0096
Away Team Scores 0 . . . . . 8009245c0000
Infinite Time Outs Home . . . 800922180009
No Time Outs Home 800922180000
Infinite Time Outs Away. . . . 8009244c0009
No Timeouts Away 8009244c0000
Infinite Creation Points. 801011800032
Infinite Time. 8009206c3333

NBA Showtime: NBA On NBC

Player 1 Hornet Mascot 800b545c001d
Player 1 Hornet Mascot 800b54600000
Player 1 Chicago Bulls 800b545c001d
Player 1 Chicago Bulls 800b54600001
Player 1 Indiana 800b545c001d
Player 1 Indiana. 800b54600002
Player 1 Minnesota. 800b545c001d
Player 1 Minnesota 800b54600003
Player 1 Toronto. 800b545c001d
Player 1 Toronto 800b54600004
Player 1 Houston 800b545c001d
Player 1 Houston. 800b54600005
Player 1 Atlanta 800b545c001d
Player 1 Atlanta 800b54600006
Player 1 New Jersey 800b545c001d
Player 1 New Jersey. 800b54600007
Player 1 Phoenix 800b545c001d
Player 1 Phoenix 800b54600008
Player 1 Denver 800b545c001d
Player 1 Denver. 800b54600009
Player 1 Seattle. 800b545c001d
Player 1 Seattle. 800b5460000a
Player 1 Utah 800b545c001d
Player 1 Utah 800b5460000b
Player 1 Small Alien 800b545c001d
Player 1 Small Alien 800b5460000c
Player 1 Large Alien 800b545c001d
Player 1 Large Alien. 800b5460000d
Player 1 Nikko The Devil Dog800b545c001d
Player 1 Nikko The Devil Dog800b5460000e
Player 1 Lia. 800b545c001d
Player 1 Lia 800b5460000f
Player 1 Kerri 800b545c001d
Player 1 Kerri 800b54600010
Player 1 Retro Rob 800b545c001d
Player 1 Retro Rob 800b54600011
Player 1 Old Man 800b545c001d
Player 1 Old Man 800b54600012
Player 1 Clown 800b545c001d
Player 1 Clown 800b54600013
Player 1 Pumpkin 800b545c001d
Player 1 Pumpkin. 800b54600014
Player 1 White Horse 800b545c001d
Player 1 White Horse 800b54600015
Player 1 Wizard 800b545c001d
Player 1 Wizard 800b54600016
Player 1 Ref 800b545c001d
Player 1 Ref 800b546001b
Player 1 Lia 2 . . . . . 800b545c001d
Player 1 Lia 2 . . . . . 800b546001c
Player 1 Kerri 2 . . . . . 800b545c001d
Player 1 Kerri 2 . . . . . 800b546001d
Player 1 Jennifer Hedrick 2. . 800b545c001d
Player 1 Jennifer Hedrick 2 . 800b546001e
Player 1 Pinto 800b545c001d
Player 1 Pinto 800b546001f
Player 1 Mark Turmell 800b545c001d
Player 1 Mark Turmell 800b54600022
Player 1 Rob Gatson. 800b545c001d
Player 1 Rob Gatson 800b54600023
Player 1 Mark Guidarelli 800b545c001d
Player 1 Mark Guidarelli. . . . 800b54600024
Player 1 Daniel Thompson. . 800b545c001d
Player 1 Daniel Thompson . 800b54600025
Player 1 Jeff Johnson 800b545c001d
Player 1 Jeff Johnson 800b54600026
Player 1 Sal DiVita 800b545c001d
Player 1 Sal DiVita 800b54600027
Player 1 Jennifer Hedrick . . . 800b545c001d
Player 1 Jennifer Hedrick . . . 800b54600028
Player 1 Eugene Geer. 800b545c001d
Player 1 Eugene Geer 800b54600029
Player 1 Matt Gilmore 800b545c001d

Player 1 Matt Gilmore 800b5460002a
Player 1 Tim Bryant 800b545c001d
Player 1 Tim Bryant 800b5460002b
Player 1 Jim Gentile 800b545c001d
Player 1 Jim Gentile 800b5460002c
Player 1 Jon Hey 800b545c001d
Player 1 Jon Hey 800b5460002d
Player 1 Shawn Liptak 800b545c001d
Player 1 Shawn Liptak 800b5460002e
Player 1 Isiah Thomas 800b545c001d
Player 1 Isiah Thomas 800b5460002f
Player 1 Tim Kitzrow 800b545c001d
Player 1 Tim Kitzrow 800b54600030
Player 1 Tim Moran 800b545c001d
Player 1 Tim Moran 800b54600031
Player 1 Willy Morris 800b545c001d
Player 1 Willy Morris 800b54600032
Player 1 Chad Edmunds 800b545c001d
Player 1 Chad Edmunds 800b54600033
Player 1 Chris Skrundz 800b545c001d
Player 1 Chris Skrundz 800b54600034
Player 1 Beth Smukowski . . . 800b545c001d
Player 1 Beth Smukowski . . . 800b54600035
Player 1 Dave Grossman 800b545c001d
Player 1 Dave Grossman 800b54600036
Player 1 Jim Tianis 800b545c001d
Player 1 Jim Tianis 800b54600037
Player 1 Larry Wotman 800b545c001d
Player 1 Larry Wotman 800b54600038
Player 1 Mike Lynch 800b545c001d
Player 1 Mike Lynch 800b54600039
Player 1 Jason Skiles 800b545c001d
Player 1 Jason Skiles 800b5460003a
Player 1 Paulo Garcia 800b545c001d
Player 1 Paulo Garcia 800b5460003b
Player 1 Brian LeBaron 800b545c001d
Player 1 Brian LeBaron 800b5460003c
Player 1 Alex Gilliam 800b545c001d
Player 1 Alex Gilliam 800b5460003d
Player 1 Greg Cutler 800b545c001d
Player 1 Greg Cutler 800b5460003e
Player 1 John Root 800b545c001d
Player 1 John Root 800b5460003f
Player 1 Andy Eloff 800b545c001d
Player 1 Andy Eloff 800b54600040
Player 1 Paul Martin 800b545c001d
Player 1 Paul Martin 800b54600041
Player 2 Hornet Mascot 800b54c0001d
Player 2 Hornet Mascot 800b54c40000
Player 2 Chicago Bulls 800b54c0001d
Player 2 Chicago Bulls 800b54c40001
Player 2 Indiana 800b54c0001d
Player 2 Indiana 800b54c40002
Player 2 Minnesota 800b54c0001d
Player 2 Minnesota 800b54c40003
Player 2 Toronto 800b54c0001d
Player 2 Toronto 800b54c40004
Player 2 Houston 800b54c0001d
Player 2 Houston 800b54c40005
Player 2 Atlanta 800b54c0001d
Player 2 Atlanta 800b54c40006
Player 2 New Jersey 800b54c0001d
Player 2 New Jersey 800b54c40007
Player 2 Phoenix 800b54c0001d
Player 2 Phoenix 800b54c40008
Player 2 Denver 800b54c0001d
Player 2 Denver 800b54c40009
Player 2 Seattle 800b54c0001d
Player 2 Seattle 800b54c4000a
Player 2 Utah 800b54c0001d
Player 2 Utah 800b54c4000b
Player 2 Small Alien 800b54c0001d
Player 2 Small Alien 800b54c4000c
Player 2 Large Alien 800b54c0001d
Player 2 Large Alien 800b54c4000d
Player 2 Nikko The Devil Dog800b54c0001d
Player 2 Nikko The Devil Dog800b54c4000e
Player 2 Lia 800b54c0001d
Player 2 Lia 800b54c4000f
Player 2 Kerri 800b54c0001d
Player 2 Kerri 800b54c40010
Player 2 Retro Rob 800b54c0001d
Player 2 Retro Rob 800b54c40011
Player 2 Old Man 800b54c0001d
Player 2 Old Man 800b54c40012
Player 2 Clown 800b54c0001d
Player 2 Clown 800b54c40013
Player 2 Pumpkin 800b54c0001d
Player 2 Pumpkin 800b54c40014
Player 2 White Horse 800b54c0001d
Player 2 White Horse 800b54c40015
Player 2 Wizard 800b54c0001d
Player 2 Wizard 800b54c40016
Player 2 Ref 800b54c0001d
Player 2 Ref 800b54c4001b
Player 2 Lia 2 . . . . . 800b54c0001d
Player 2 Lia 2 . . . . . 800b54c4001c
Player 2 Kerri 2 . . . . . 800b54c0001d
Player 2 Kerri 2 . . . . . 800b54c4001d
Player 2 Jennifer Hedrick 2 . . 800b54c0001d
Player 2 Jennifer Hedrick 2 . . 800b54c4001e
Player 2 Pinto 800b54c0001d
Player 2 Pinto 800b54c4001f
Player 2 Mark Turmell 800b54c0001d
Player 2 Mark Turmell 800b54c40022
Player 2 Rob Gatson 800b54c0001d
Player 2 Rob Gatson 800b54c40023
Player 2 Mark Guidarelli 800b54c0001d
Player 2 Mark Guidarelli 800b54c40024
Player 2 Daniel Thompson . . 800b54c0001d
Player 2 Daniel Thompson . . 800b54c40025
Player 2 Jeff Johnson 800b54c0001d
Player 2 Jeff Johnson 800b54c40026
Player 2 Sal DiVita 800b54c0001d
Player 2 Sal DiVita 800b54c40027
Player 2 Jennifer Hedrick . . . 800b54c0001d
Player 2 Jennifer Hedrick . . . 800b54c40028
Player 2 Eugene Geer 800b54c0001d
Player 2 Eugene Geer 800b54c40029
Player 2 Matt Gilmore 800b54c0001d
Player 2 Matt Gilmore 800b54c4002a
Player 2 Tim Bryant 800b54c0001d
Player 2 Tim Bryant 800b54c4002b
Player 2 Jim Gentile 800b54c0001d
Player 2 Jim Gentile 800b54c4002c
Player 2 Jon Hey 800b54c0001d
Player 2 Jon Hey 800b54c4002d
Player 2 Shawn Liptak 800b54c0001d
Player 2 Shawn Liptak 800b54c4002e
Player 2 Isiah Thomas 800b54c0001d
Player 2 Isiah Thomas 800b54c4002f
Player 2 Tim Kitzrow 800b54c0001d
Player 2 Tim Kitzrow 800b54c40030
Player 2 Tim Moran 800b54c0001d
Player 2 Tim Moran 800b54c40031
Player 2 Willy Morris 800b54c0001d
Player 2 Willy Morris 800b54c40032
Player 2 Chad Edmunds 800b54c0001d
Player 2 Chad Edmunds 800b54c40033
Player 2 Chris Skrundz 800b54c0001d
Player 2 Chris Skrundz 800b54c40034
Player 2 Beth Smukowski . . . 800b54c0001d
Player 2 Beth Smukowski . . . 800b54c40035
Player 2 Dave Grossman 800b54c0001d
Player 2 Dave Grossman 800b54c40036
Player 2 Jim Tianis 800b54c0001d
Player 2 Jim Tianis 800b54c40037
Player 2 Larry Wotman 800b54c0001d
Player 2 Larry Wotman 800b54c40038
Player 2 Mike Lynch 800b54c0001d
Player 2 Mike Lynch 800b54c40039
Player 2 Jason Skiles 800b54c0001d
Player 2 Jason Skiles 800b54c4003a
Player 2 Paulo Garcia 800b54c0001d
Player 2 Paulo Garcia 800b54c4003b
Player 2 Brian LeBaron 800b54c0001d
Player 2 Brian LeBaron 800b54c4003c
Player 2 Alex Gilliam 800b54c0001d
Player 2 Alex Gilliam 800b54c4003d
Player 2 Greg Cutler 800b54c0001d
Player 2 Greg Cutler 800b54c4003e
Player 2 John Root 800b54c0001d
Player 2 John Root 800b54c4003f
Player 2 Andy Eloff 800b54c0001d
Player 2 Andy Eloff 800b54c40040
Player 2 Paul Martin 800b54c0001d
Player 2 Paul Martin 800b54c40041

NCAA March Madness 2000

Infinite Time Outs Home . . . 300153f00007
No Time Outs Home 300153f00000
Infinite Time Outs Away 300153f00007
No Time Outs Away 3001682c0000
Infinite 20-sec Time Outs Home 300153f10007
No 20-sec Time Outs Home . 300153f10000
Infinite 20-sec Time Outs Away 3001682d0007
No 20-sec Time Outs Away . 3001682d0000
Infinite Shot Clock 801613a80609
3-Pointers Worth 10 Pts 800a7a84000a
3-Pointers Worth 0 Pts 800a7a840000
2-Pointers Worth 10 Pts 800a79d0000a
2-Pointers Worth 0 Pts 800a79d00000
Free Throw Worth 10 Pts . . . 800a79b4000a
Free Throw Worth 0 Pts 800a79b40000

Railroad Tycoon II

Infinite Cash 8015a8fa7fff
Infinite Cash 8017f66e7fff
Infinite Cash 8017f2a67fff
Infinite Cash 8017b0567fff
Infinite Cash 801934e67fff
Infinite Cash 8017f6967fff
Infinite Cash 8018dc5e7fff
Infinite Cash 801854ee7fff
Infinite Cash 80194d627fff
Infinite Cash 8016fb067fff
Infinite Cash 801980567fff
Infinite Cash 80195c0e7fff
Infinite Cash 8016951a7fff
Infinite Cash 801838927fff
Infinite Cash 8017740e7fff
Infinite Cash 8018766a7fff
Infinite Cash 8019128e7fff

Rainbow Six

Entire Team Invincible 8007d4300001
All Levels Unlocked 8007d4340001
Display Cordinates 8007d43c0001
Show Credits 8007d4440001
Hostages Can't Die 8007d4480001
No Terrorists 8007d44c0001
All Doors Unlocked 8007d4580001

Road Rash Jailbreak

Infinite Health 800d57665a5a
Infinite Bike Damage 800d577c4040
Always Win 800d577e016e
Infinite Nitro 300d81ec000a
All Weapons/Superweapons . 800d81e401ff
All Weapons/Superweapons . . 800d81e8ffff
All Weapons/Superweapons . . . 800d81eafffff
Stop Timer 800d5d480000

Saga Frontier 2

Credits Increase When Buying800180340e38
One Hit Kill (All Enemies) . . . 801f7150001
One Hit Kill (All Enemies) . . . 801f7340001
One Hit Kill (All Enemies) . . . 801f7530001
Infinite Crowns 800107f8ffff
Infinite Crowns 800107faffff
Infinite Crowns 80010638ffff
Infinite Crowns 8001063afffff
Infinite Chips 800103d4ffff
Infinite Chips 800103d8ffff
Infinite Chips 80098178ffff
Infinite Amount of Items in Inventory 3001009c00ff
Infinite Amount of Items in Inventory 3001009e00ff
Infinite Amount of Items in Inventory 300100a000ff
Infinite Amount of Items in Inventory 300100a200ff
Infinite Amount of Items in Inventory 300100a400ff
Infinite Amount of Items in Inventory 300100a600ff
Infinite Amount of Items in Inventory 300100a800ff
Infinite Amount of Items in Inventory 300100aa00ff
Infinite Amount of Items in Inventory 300100ac00ff
Infinite Amount of Items in Inventory 300100ae00ff
Infinite Amount of Items in Inventory 300100b000ff
Infinite Amount of Items in Inventory 300100b200ff
Infinite Amount of Items in Inventory 300100b400ff
Infinite Amount of Items in Inventory 300100b600ff
Full LP for Main Character . . . 801f699803e7

Silhouette Mirage: Reprogrammed Hope

All Options & Secret Mode Enabled 8001002afffff
Infinite Credits 3001006f0009

Star Wars: Masters of Terras Kasi

Sudden Death Mode P1 . . . . d00ab780df02
Sudden Death Mode P1 . . . . 800ac2740001
Sudden Death Mode P2 . . . . d00ab780df02
Sudden Death Mode P2 . . . . 800ac28c0001

Street Fighter Collection

Sudden Death Mode P1 . . . . d01c10940a20
Sudden Death Mode P1 801751180001
Sudden Death Mode P2 . . . . d01c10940a20
Sudden Death Mode P2 801754840001
Sudden Death Mode P1 . . . . d01c25e80a1e
Sudden Death Mode P1 . . . . 8016bea80001
Sudden Death Mode P2 . . . . d01c25e80a1e
Sudden Death Mode P2 . . . . 8016c1b00001
Sudden Death Mode P1 . . . . d0198c800a02
Sudden Death Mode P1 801943100001
Sudden Death Mode P2 . . . . d0198c800a02
Sudden Death Mode P2 801947580001

Supercross 2000

Enable All Cheats 800a1ac0ffff
Enable All Cheats 800a1ac2ffff

Banjo-Kazooie V1.1
Must Be On 8124b7281000
Must Be On 812864e41000
Must Be On 812d2e002400
Extra Jiggies 803851eb0063
Extra Notes 803851830063
Infinite Air 813851ae0e10
Infinite Eggs 803851870063
Infinite Gold Feathers 803851930063
Infinite Health 803851a30008
Infinite Health 803851a70008

Infinite Lives 803851ab0009
Infinite Red Feathers 8038518f0063
Must Be On de0004000000
Press L Button To Levitate . . d02804c90020
Press L Button To Levitate . . . 8137b6bc43e0

Banjo-Kazooie V1.1

Must Be On 8124b7281000
Must Be On 812864e41000
Must Be On 812d2e002400
Extra Jiggies 803851eb0063
Extra Notes 803851830063
Infinite Air 813851ae0e10
Infinite Eggs 803851870063
Infinite Gold Feathers 803851930063
Infinite Health 803851a30008
Infinite Health 803851a70008
Infinite Lives 803851ab0009
Infinite Red Feathers 8038518f0063
Must Be On de0004000000
Press L Button To Levitate . . d02804c90020
Press L Button To Levitate . . . 8137b6bc43e0

Donkey Kong 64

Enable Code - Must Be On . . f100020427bd
Enable Code - Must Be On . . . f1000206ffe4
Enable Code - Must Be On . . . f1000208afa8
Enable Code - Must Be On . . f100020a0014
Enable Code - Must Be On . . . f100020cafa9
Enable Code - Must Be On . . f100020e0018
Enable Code - Must Be On . . . f10002103c1a
Enable Code - Must Be On . . . f1000212a05f
Enable Code - Must Be On . . . f100021aa07c
Enable Code - Must Be On . . . f100021c3508
Enable Code - Must Be On . . . f100021e5c00
Enable Code - Must Be On . . f100022041b
Enable Code - Must Be On . . f10002220040
Enable Code - Must Be On . . f10002248d09
Enable Code - Must Be On . . f10002260000
Enable Code - Must Be On . . f100022837b
Enable Code - Must Be On f10022afffff
Enable Code - Must Be On . . . f100022caf49
Enable Code - Must Be On . . f10002e0000
Enable Code - Must Be On . . f10002302108
Enable Code - Must Be On . . f10002320004
Enable Code - Must Be On . . . f10002341f60
Enable Code - Must Be On . . . f1000236fffb
Enable Code - Must Be On . . f1000238235a
Enable Code - Must Be On . . f100023a0004
Enable Code - Must Be On . . . f100023c8fa9
Enable Code - Must Be On . . f100023e0018
Enable Code - Must Be On . . . f10002408fa8
Enable Code - Must Be On . . f10002420014
Enable Code - Must Be On . . f100024427bd
Enable Code - Must Be On . . f100024601c
Enable Code - Must Be On . . . f10002483c1a
Enable Code - Must Be On . . . f100024aa05f
Enable Code - Must Be On . . . f100024c375a
Enable Code - Must Be On . . . f100024eae00
Enable Code - Must Be On . . f10002500340
Enable Code - Must Be On . . f10002520008
Enable Code - Must Be On . . f10002540000
Enable Code - Must Be On . . f10002560000
Enable Code - Must Be On . . 810002043c1a
Enable Code - Must Be On . . 81000206a05f
Enable Code - Must Be On . . 81000208375a
Enable Code - Must Be On . . 8100020aae00
Enable Code - Must Be On . . 8100020c0340
Enable Code - Must Be On . . 8100020e0008
Enable Code - Must Be On . . 810002100000
Enable Code - Must Be On . . 810002120000
Inf. Ammo 807fcc410096
Inf. Oranges 807fcc450096
Inf. Health 817fcc4c041f
Extra Gold Bananas 807fc9920002
Play As Rhino (Do Not Pause)8074e77c0006
Max Coins Donkey 817fc95600ff
Max Instruments Donkey 817fc95800ff
Inf Bananas Jungle Japes Donkey 817fc95a0064
Inf Bananas Angry Aztec Donkey 817fc95c0064
Inf Bananas Frantic Factory Donkey. 817fc95e0064
Inf Bananas Gloomy Galleon Donkey. 817fc9600064
Inf Bananas Fungi Forest Donkey 817fc9620064
Inf Bananas Crystal Caves Donkey 817fc9640064
Inf Bananas Creepy Castle Donkey 817fc9660064
5 Gold Bananas Jungle Japes Donkey. 817fc9920005
5 Gold Bananas Angry Aztec Donkey. 817fc9940005
5 Gold Bananas Frantic Factory Donkey . . . 817fc9960005
5 Gold Bananas Gloomy DonkeyGalleon . . . 817fc9980005
5 Gold Bananas Fungi Forest Donkey. 817fc99a0005
5 Gold Bananas Crystal Caves Donkey 817fc99c0005
5 Gold Bananas Creepy Castle Donkey. 817fc99e0005
5 Gold Bananas DK Isle Donkey 817fc9a00005
Max Coins Diddy 817fc9b400ff
Max Instruments Diddy 817fc9b600ff
Inf Bananas Jungle Japes Diddy. 817fc9b80064
Inf Bananas Angry Aztec Diddy 817fc9ba0064
Inf Bananas Frantic Factory Diddy 817fc9bc0064
Inf Bananas Gloomy Galleon Diddy 817fc9be0064
Inf Bananas Fungi Forest Diddy 817fc9c00064
Inf Bananas Crystal Caves Diddy 817fc9c20064
Inf Bananas Creepy Castle Diddy. 817fc9c40064
5 Gold Bananas Jungle Japes Diddy 817fc9f00005
5 Gold Bananas Angry Aztec Diddy 817fc9f20005
5 Gold Bananas Frantic Factory Diddy 817fc9f40005
5 Gold Bananas Gloomy Galleon 817fc9f60005
5 Gold Bananas Fungi Forest Diddy 817fc9f80005
5 Gold Bananas Crystal Caves Diddy 817fc9fa0005
5 Gold Bananas Creepy Castle Diddy 817fc9fc0005
5 Gold Bananas DK Isle Diddy 817fc9fe0005
Max Coins Lanky. 817fca1200ff
Max Instruments Lanky. 817fca1400ff
Inf Bananas Jungle Japes Lanky817fca160064
Inf Bananas Angry Aztec Lanky 817fca180064
Inf Bananas Frantic Factory Lanky 817fca1a0064
Inf Bananas Gloomy Galleon Lanky 817fca1c0064
Inf Bananas Fungi Forest Lanky 817fca1e0064
Inf Bananas Crystal Caves Lanky 817fca200064
Inf Bananas Creepy Castle Lanky. 817fca220064
5 Gold Bananas Jungle Japes Lanky 817fca4e0005
5 Gold Bananas Angry Aztec Lanky 817fca500005
5 Gold Bananas Frantic Factory Lanky 817fca520005
5 Gold Bananas Gloomy LankyGalleon. 817fca540005
5 Gold Bananas Fungi Forest Lanky 817fca560005
5 Gold Bananas Crystal Caves Lanky 817fca580005
5 Gold Bananas Creepy Castle Lanky 817fca5a0005
5 Gold Bananas DK Isle Lanky 817fca5c0005
Max Coins Tiny 817fca7000ff
Max Instruments Tiny 817fca7200ff
Inf Bananas Jungle Japes Tiny 817fca740064
Inf Bananas Angry Aztec Tiny817fca760064
Inf Bananas Frantic Factory Tiny 817fca780064
Inf Bananas Gloomy Galleon Tiny 817fca7a0064
Inf Bananas Fungi Forest Tiny817fca7c0064
Inf Bananas Crystal Caves Tiny817fca7e0064
Inf Bananas Creepy Castle Tiny 817fca800064
5 Gold Bananas Jungle Japes Tiny. 817faac0005
5 Gold Bananas Angry Aztec Tiny 817faae0005
5 Gold Bananas Frantic Factory Tiny 817fab00005
5 Gold Bananas Gloomy TinyGalleon 817fab20005
5 Gold Bananas Fungi Forest Tiny. 817fab40005
5 Gold Bananas Crystal Caves Tiny 817fab60005
5 Gold Bananas Creepy CastleTiny 817fab80005
5 Gold Bananas DK Isle Tiny . 817fcaba0005
Max Coins Chunky. 817fcace00ff
Max Instruments Chunky 817fcad000ff
Inf Bananas Jungle Japes Chunky 817fcad20064
Inf Bananas Angry Aztec Chunky 817fcad40064
Inf Bananas Frantic Factory Chunky. 817fcad60064
Inf Bananas Gloomy Galleon Chunky. 817fcad80064
Inf Bananas Fungi Forest Chunky 817fcada0064
Inf Bananas Crystal Caves Chunky 817fcadc0064
Inf Bananas Creepy Castle Chunky 817fcade0064
5 Gold Bananas Jungle Japes Chunky. 817fcb0a0005
5 Gold Bananas Angry Aztec Chunky. 817fcb0c0005
5 Gold Bananas Frantic Factory Chunky . . . 817fcb0e0005
5 Gold Bananas Gloomy ChunkyGalleon . . . 817fcb100005
5 Gold Bananas Fungi Forest Chunky. 817fcb120005
5 Gold Bananas Crystal Caves Chunky 817fcb140005
5 Gold Bananas Creepy Castle Chunky. . . . 817fcb160005
5 Gold Bananas DK Isle Chunky 817fcb180005

ECW Hardcore Revolution

Infinite Creation Points. 8015dd530000
Player 1 Play As Cyrus 80122773000d
Player 1 Play As Mack Daddy 80122773000f
Player 1 Play As Gertner . . . 801227730015
Player 1 Play As Jeff Jones . . 801227730019
Player 1 Play As Beulah 80122773001c
Player 1 Play As Mad Goat . . 80122773001d
Player 1 Play As Nurse 80122773001f
Player 1 Play As Tommy Rich801227730022
Player 1 Play As Santoro . . . 801227730025
Player 1 Play As Sound Guy. 801227730027
Player 1 Play As The Sheik. . 801227730028
Player 1 Play As Skull. 801227730029
Player 1 Play As H Slash. . . . 80122773002a
Player 1 Play As Louie 80122773002e
Player 1 Play As J Styles. . . . 801227730030
Player 1 Play As Taz. 801227730032
Player 1 Play As Trainer . . . 801227730033
Player 1 Play As Excel 801227730036

Fox Sports College Hoops '99

Programmers Team 810970880100
Z-Axis Stadium 80098e980088
Final Four Stadium 80098e980089
No Fans In Crowd. 810ca5200454

Harvest Moon

Infinite Money 811fd60effff

Hydro Thunder

Enable Code f124ffa02400
Place 1st 812c4c960001

Infinite Turbo 802c4c9d00ff
Enable All Tracks 812b5c940101
Enable All Tracks 812b5c960101
Enable All Tracks 812b5c980101
Enable All Tracks 812b5c9a0101
Enable All Tracks 812b5c9c0101
Enable All Tracks 812b5c9e0101
Enable All Tracks 812b5ca00101
Enable All Boats 812b5ca20101
Enable All Boats 812b5ca40101
Enable All Boats 812b5ca60101
Enable All Boats 812b5ca80101
Enable All Boats 812b5caa0101
Enable All Boats 812b5cac0101
Enable All Boats 812b5cae0101

Jeremy McGrath Supercross 2000

Extra Points 800711e700ff
Enable Tabletop Freestyle .. 810718320001
Enable Chasm Freestyle.... 810718340001
Enable Jim Jam Freestyle ... 810718380001
Enable Moon Freestyle..... 8107183c0001

Lego Racers

Have All Tracks and Building Pieces 812576d4ffff
Have All Tracks and Building Pieces 812576d6ffff

Mace-The Dark Ages

1 Win to Win P1 ..... d0138b470000
1 Win to Win P1 ..... 80138b470001
1 Win to Win P2..... d0138b430000
1 Win to Win P2..... 80138b430001
Sudden Death Mode P1 .... d1138b2a0120
Sudden Death Mode P1 .... 8008b1e70001
Sudden Death Mode P2 .... d1138b2a0120
Sudden Death Mode P2 .... 8008ae5f0001

Mario Party 2

Enable Code (Must Be On) .. f10add802400
Infinite Coins - Main Menu 810f8cd2ffff

Monopoly

Infinite Money P1 ..... 81324b46270f
Infinite Money P2 ..... 81324b5a270f
Infinite Money P3 ..... 81324b6e270f
Infinite Money P4 ..... 81324b82270f

Ridge Racer 64

Enable All Cars 8102f19cffff
Enable All Cars 8102f19effff
Infinite Time..... 811269ca0700
Always Place 1st 810564440001
All Tracks And All Trophies ... 81043530ffff
All Tracks And All Trophies ... 81043532ffff
All Tracks And All Trophies ... 81043534ffff
All Tracks And All Trophies ... 81043536ffff

Top Gear Rally

Mirror Covered Cars..... 8131d7ca0001
View Game Completion Date On Main Screen
8131a3e0000f

Vigilante 8: 2nd Offense

Enable Code (Must Be On) .. f117d5141000
Enable Code (Must Be On) .. f117d9402400
Enable Extra Vehicles..... 8018f0f20002
Big Wheels Mode 8018f0f30001
No Gravity Mode 8018f0f30002
Big Wheels/No Gravity Mode. 8018f0f30003
No Enemies (Arcade) 8018f0f30004
Invincible Mode..... 8018f0f30008
Invincible/No Gravity..... 8018f0f3000a
Quest Complete P1 ..... 81197ff001ff
Quest Complete P1 ..... 81197ffa01ff
Quest Complete P1 ..... 8119800401ff
Quest Complete P1 ..... 8119800e01ff
Quest Complete P1 ..... 8119801801ff
Quest Complete P1 ..... 8119802201ff
Quest Complete P1 ..... 8119802c01ff
Quest Complete P1 ..... 8119803601ff
Quest Complete P1 ..... 8119804001ff
Quest Complete P1 ..... 8119804a01ff
Quest Complete P1 ..... 8119805401ff
Quest Complete P1 ..... 8119805e01ff
Quest Complete P1 ..... 8119806801ff
Quest Complete P1 ..... 8119807201ff
Quest Complete P1 ..... 8119807c01ff
Quest Complete P1 ..... 8119808601ff
Quest Complete P1 ..... 8119809001ff
Quest Complete P1 ..... 8119809a01ff
Maximum Accel. P1..... 80197ff60064
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Maximum Accel. P1..... 8019801e0064
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Maximum Accel. P1..... 8019803200064
Maximum Accel. P1..... 8019803c0064
Maximum Accel. P1..... 8019804600064
Maximum Accel. P1..... 8019805000064
Maximum Accel. P1..... 8019805a0064
Maximum Accel. P1..... 8019806400064
Maximum Accel. P1..... 8019806e0064
Maximum Accel. P1..... 8019807800064
Maximum Accel. P1..... 8019808200064
Maximum Accel. P1..... 8019808c0064
Maximum Accel. P1..... 8019809600064
Maximum Accel. P1..... 801980a00064
Maximum Speed P1 ..... 80197ff70064
Maximum Speed P1 8019800100064
Maximum Speed P1 ..... 8019800b0064
Maximum Speed P1 8019801500064
Maximum Speed P1 ..... 8019801f0064
Maximum Speed P1 8019802900064
Maximum Speed P1 8019803300064
Maximum Speed P1 ..... 8019803d0064
Maximum Speed P1 8019804700064
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Maximum Speed P1 ..... 80198060f0064
Maximum Speed P1 8019807900064
Maximum Speed P1 8019808300064
Maximum Speed P1 ..... 8019808d0064
Maximum Speed P1 8019809700064
Maximum Speed P1..... 801980a10064
Maximum Armor P1 ..... 80197ff80064
Maximum Armor P1 8019800200064
Maximum Armor P1 ..... 8019800c0064
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Maximum Armor P1 8019802000064
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Maximum Armor P1 8019803400064
Maximum Armor P1 ..... 8019803e0064
Maximum Armor P1 8019804800064
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Maximum Armor P1 ..... 8019805c0064
Maximum Armor P1 8019806600064
Maximum Armor P1 8019807000064
Maximum Armor P1 ..... 8019807a0064
Maximum Armor P1 8019808400064
Maximum Armor P1 ..... 8019808e0064
Maximum Armor P1 8019809800064
Maximum Armor P1 ..... 801980a20064
Maximum Target Avoidance P1 .... 80197ff90064
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Maximum Target Avoidance P1 ... 801980a30064
Quest Complete P2 ..... 811980a401ff
Quest Complete P2 ..... 811980ae01ff
Quest Complete P2 ..... 811980b801ff
Quest Complete P2 ..... 811980c201ff
Quest Complete P2 ..... 811980cc01ff
Quest Complete P2 ..... 811980d601ff
Quest Complete P2 ..... 811980e001ff
Quest Complete P2 ..... 811980ea01ff
Quest Complete P2..... 811980f401ff
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Quest Complete P2 ..... 8119814e01ff
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Maximum Accel. P2..... 801980d20064
Maximum Accel. P2..... 801980dc0064
Maximum Accel. P2..... 801980e60064
Maximum Accel. P2..... 801980f00064
Maximum Accel. P2..... 801980fa0064
Maximum Accel. P2..... 8019810400064
Maximum Accel. P2..... 8019810e0064
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Maximum Speed P2..... 801980ab6004
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Maximum Speed P2 ..... 801980dd0064
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Maximum Speed P2..... 801980fb0064
Maximum Speed P2 8019810500064
Maximum Speed P2..... 8019810f0064
Maximum Speed P2 8019811900064
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Maximum Speed P2 ..... 8019814b0064
Maximum Speed P2 8019815500064
Maximum Armor P2..... 801980ac6004
Maximum Armor P2..... 801980b60064
Maximum Armor P2 ..... 801980c00064
Maximum Armor P2..... 801980ca0064
Maximum Armor P2 ..... 801980d40064
Maximum Armor P2 ..... 801980de0064
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Maximum Armor P2 8019810600064
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Maximum Armor P2 8019812400064
Maximum Armor P2 ..... 8019812e0064
Maximum Armor P2 8019813800064
Maximum Armor P2 8019814200064
Maximum Armor P2 ..... 8019814c0064
Maximum Armor P2 8019815600064
Maximum Target Avoidance P2... 801980ad6004
Maximum Target Avoidance P2... 801980b70064
Maximum Target Avoidance P2... 801980c10064
Maximum Target Avoidance P2... 801980cb0064
Maximum Target Avoidance P2... 801980d50064
Maximum Target Avoidance P2... 801980df0064
Maximum Target Avoidance P2... 801980e90064
Maximum Target Avoidance P2... 801980f30064
Maximum Target Avoidance P2... 801980fd0064
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Maximum Target Avoidance P2... 8019811b0064
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Maximum Target Avoidance P2... 8019813900064
Maximum Target Avoidance P2... 8019814300064
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Maximum Target Avoidance P2... 8019815700064
Quest Complete P3 ..... 811981580 1ff
Quest Complete P3 ..... 811981620 1ff
Quest Complete P3 ..... 811981660 1ff
Quest Complete P3 ..... 811981760 1ff
Quest Complete P3 ..... 811981800 1ff
Quest Complete P3 ..... 811981 8a01ff
Quest Complete P3 ..... 811981940 1ff
Quest Complete P3 ..... 811981 9e01ff
Quest Complete P3 ..... 811981 a801ff
Quest Complete P3 ..... 811981 b201ff
Quest Complete P3 ..... 811981 bc01ff
Quest Complete P3 ..... 811981 c601ff
Quest Complete P3 ..... 811981 d001ff
Quest Complete P3 ..... 811981 da01ff
Quest Complete P3 ..... 811981 e401ff
Quest Complete P3 ..... 811981 ee01ff
Quest Complete P3..... 811981 f801ff
Quest Complete P3 ..... 811982020 1ff
Maximum Accel. P3..... 801981 5e0064
Maximum Accel. P3..... 801981 680064
Maximum Accel. P3..... 801981 720064
Maximum Accel. P3..... 8019817 c0064
Maximum Accel. P3..... 801981 860064
Maximum Accel. P3..... 801981 900064
Maximum Accel. P3..... 801981 9a0064
Maximum Accel. P3..... 801981 a40064
Maximum Accel. P3..... 801981 ae0064
Maximum Accel. P3..... 801981 b80064
Maximum Accel. P3..... 801981 c20064
Maximum Accel. P3..... 801981 cc0064
Maximum Accel. P3..... 801981 d60064
Maximum Accel. P3..... 801981 e00064
Maximum Accel. P3..... 801981 ea0064
Maximum Accel. P3..... 801981 f40064
Maximum Accel. P3..... 801981 fe0064
Maximum Accel. P3..... 801982080064
Maximum Speed P3..... 8019815 f0064
Maximum Speed P3..... 801981690064
Maximum Speed P3..... 801981730064
Maximum Speed P3..... 8019817 d0064
Maximum Speed P3..... 801981870064
Maximum Speed P3..... 801981910064
Maximum Speed P3..... 801981 9b0064
Maximum Speed P3..... 801981 a50064
Maximum Speed P3..... 801981 af0064
Maximum Speed P3..... 801981 b90064
Maximum Speed P3..... 801981 c30064
Maximum Speed P3..... 801981 cd0064
Maximum Speed P3..... 801981 d70064
Maximum Speed P3..... 801981 e10064
Maximum Speed P3..... 801981 eb0064
Maximum Speed P3..... 801981 f50064
Maximum Speed P3..... 801981 ff0064
Maximum Speed P3..... 801982090064
Maximum Armor P3..... 801981600064
Maximum Armor P3..... 8019816 a0064
Maximum Armor P3..... 801981740064
Maximum Armor P3..... 8019817 e0064
Maximum Armor P3..... 801981880064
Maximum Armor P3..... 801981920064
Maximum Armor P3..... 8019819 c0064
Maximum Armor P3..... 801981 a60064
Maximum Armor P3..... 801981 b00064
Maximum Armor P3..... 801981 ba0064
Maximum Armor P3..... 801981 c40064
Maximum Armor P3..... 801981 ce0064
Maximum Armor P3..... 801981 d80064
Maximum Armor P3..... 801981 e20064
Maximum Armor P3..... 801981 ec0064
Maximum Armor P3..... 801981 f60064
Maximum Armor P3..... 801982000064
Maximum Armor P3..... 8019820 a0064
Maximum Target Avoidance P3... 801981610064
Maximum Target Avoidance P3... 8019816 b0064
Maximum Target Avoidance P3... 801981750064
Maximum Target Avoidance P3... 8019817 f0064
Maximum Target Avoidance P3... 801981890064
Maximum Target Avoidance P3... 801981930064
Maximum Target Avoidance P3... 8019819 d0064
Maximum Target Avoidance P3... 801981 a70064
Maximum Target Avoidance P3... 801981 b10064
Maximum Target Avoidance P3... 801981 bb0064
Maximum Target Avoidance P3... 801981 c50064
Maximum Target Avoidance P3... 801981 cf0064
Maximum Target Avoidance P3... 801981 d90064
Maximum Target Avoidance P3... 801981 e30064
Maximum Target Avoidance P3... 801981 ed0064
Maximum Target Avoidance P3... 801981 f70064
Maximum Target Avoidance P3... 801982010064
Maximum Target Avoidance P3... 8019820 b0064
Quest Complete P4 ..... 8119820 c01ff
Quest Complete P4 ..... 811982160 1ff
Quest Complete P4 ..... 811982200 1ff
Quest Complete P4 ..... 8119822 a01ff
Quest Complete P4 ..... 811982340 1ff
Quest Complete P4 ..... 8119823 e01ff
Quest Complete P4 ..... 811982480 1ff
Quest Complete P4 ..... 8119825201ff
Quest Complete P4 ..... 8119826 c01ff
Quest Complete P4 ..... 811982760 1ff
Quest Complete P4 ..... 811982800 1ff
Quest Complete P4 ..... 8119828 a01ff
Quest Complete P4 ..... 811982940 1ff
Quest Complete P4 ..... 8119829 e01ff
Quest Complete P4 ..... 811982 a801ff
Quest Complete P4 ..... 811982 b201ff
Quest Complete P4 ..... 811982 bc01ff
Quest Complete P4 ..... 811982 c601ff

Virtual Chess 64

Debug Mode 810e62900001

Army Men

Infinite Health 014001cc
Infinite Health 014018cc
Infinite Ammo for First Selected Item01ff3ec3
Infinite Ammo for First Selected Item 010acdcb

Armorines

Infinite Health..... 01080ed0

Billy Bob's Huntin' And Fishin'
Infinite Gearts 0109a6c0
Infinite Bullets 01630cc1
Infinite Worms..... 010ae5c0
Infinite Minners 010ae3c0
Infinite Crawdads 010ae4c0

Bionic Commando Color

Infinite Health 0103b8c2
Infinite Lives 0109cac2

Boarder Zone

Infinite Time..... 010031c6
150 Points 019627c6

Catz

Full Bar Happiness Sophisto 80aad180
Max Energy Sophisto..... 80aa9aa1
Max Affection Sophisto..... 80aad6a1
Max Happiness Jester 80aa51a1
Max Energy Jester 80aa95a0
Max Affection Jester 80aad6a0
Max Happiness Homeboyd 80aad1a1
Max Energy Homeboyd 80aa1aa1
Max Affection Homeboyd..... 80aa56a1

Dogz

Max Happiness Chi Chi 80aad180
No Hunger Chi Chi..... 8047a9a0
Max Energy Chi Chi..... 80aa1aa1
Max Affection Chi Chi..... 80aa56a1
Max Happiness Scrappy 80aa51a1
No Hunger Scrappy 8037a9a1
Max Energy Scrappy 80aa1aa1
Max Affection Scrappy 80aa56a1
Max Happiness Chip..... 80aad1a1
Max Energy Chip..... 80aa9aa1
Max Affection Chip..... 80aa56a1

Dragon Warrior Monsters

1st Slot Infinite HP (In Battle) 01ffa3db
1st Slot Infinite MP (In Battle) 01ffc3db
1st Slot Max Attack (In Battle)..... 01ffe3db
2nd Slot Infinite HP (In Battle)..... 01ffa5db
2nd Slot Infinite MP (In Battle)..... 01ffc5db
2nd Slot Max Attack (In Battle)..... 01ffe5db
3rd Slot Infinite HP (In Battle) 01ffa7db
3rd Slot Infinite MP (In Battle) 01ffc7db
3rd Slot Max Attack (In Battle) 01ffe7db
Infinite Money..... 01ff4bca
Infinite Money..... 01ff4cca

Earthworm Jim 2

Infinite Lives..... 010499da
Infinite Health..... 01639ada
Infinite Ammo Blaster..... 0163b5da

Elmo In Grouchland

Infinite Lives..... 0103c7da

Gex 3: Deep Cover Gecko

Infinite Health 010450dc
Infinite Lives..... 01094edc

Ghosts 'N' Goblins

Infinite Lives..... 010aacc0
Monster Points On Treasure Bags. 010187c2

Hot Wheels Stunt Track Driver

Turbo Mode..... 0103a7ce
Always Place 1st..... 0101bace

Jeff Gordon's Racing

Start On Last Lap 0101bbc5

Legend Of The River King

Infinite Health..... 01ff25d2
Infinite Gold..... 01ff29d2

Madden 2000

Always First Down 0101f1da
Always Fourth Down..... 0104f1da
Home Team Score 0..... 0100c6c2
Away Team Score 0 ..... 0100c7c2
Home Team Score 50..... 0132c6c2
Away Team Score 50 ..... 0132c7c2

Magical Tetris Challenge

Quick Win for Updown Tetris 011225ce
Max Lines 019925cc
Max Lines 019926cc
Max Score..... 01997bc6
Max Score..... 01997cc6
Max Score..... 01997dc6
All Coins..... 0166ffc6

Mary-Kate & Ashley

Infinite Lives 01076adc

Mask Of Zorro

Infinite Health..... 017646c0

Mission: Impossible

Infinite Lives..... 010923db
Bullet Proof Vest..... 010318db

NASCAR Challenge

Always Place 1st..... 0101aac8

NBA 3 On 3

Team 1 Scores 0 ..... 0100C7C2
Team 1 Scores 150 ..... 0196C7C2
Team 2 Scores 0 ..... 0100C8C2
Team 2 Scores 150 ..... 0196C8C2

NBA Showtime: NBA On NBC

Team 2 Scores 150..... 019675c9
Team 2 Scores 0..... 010075c9
Team 1 Scores 150..... 019674c9
Team 1 Scores 0..... 010074c9

Pokemon Pinball

Ball Saver Always On 91ffa4d4
Ball Saver Always On 91ffa3d4
Ball Saver Always On 91ffa2d4
Ball Saver Always On 91ffa1d4
Infinite Time..... 91057ad5
Infinite Dual PIKACHU Kickback.. 01291dd5
Get 9,999,999,990 Points .. 01291dd4
Infinite Balls 0129dd4

Puzzle Master

Infinite Knifes 0109a3c5
Infinite Keys 0109a4c5
Infinite Bombs..... 0109a5c5
Infinite Hearts 0109a6c5
Infinite Bottles..... 0109a7c5

Quest: Brian's Journey

Infinite Health (Left Side)..... 01ff07c1
Infinite Magic 01ff03c1

Shamus

Infinite Lives 01636edc

Space Invaders Color

Infinite Shields 010184d9
Infinite Lives 0103e1d9

Star Wars Yodas Story

Infinite Health..... 01408ad5

Survival Kids

Infinite Health 0164eec5

Turok Rage Wars

Infinite Health 01047cce
Infinite Lives 01097ece
Infinite Arrows 0120a1ce
Infinite Ammo Gun 0120a5ce
Infinite Ammo Rocket Launcher .. 0120a9ce
Infinite Shotgun Shells..... 0120a7ce
Infinite Explosive Shotgun..... 0120aace

Uno

Extra Points P1 ..... 01ff17d5
No Points P2..... 010023d5
No Points P3 ..... 01002fd5
No Points P4..... 01003bd5

Vigilante 8

Infinite Health 01ffaddf
Infinite Bull's Eye Rockets 01ffb6df
Infinite Sky Hammer Mortar 01ffb7df
Infinite Interceptor Missiles 01ffb5df
Infinite Bruiser Cannon 01ffb4df
Infinite Special 01ffb8df
Start W/ Interceptor Missiles And Sky Hammer Mortar 010aafdf
Start W/ Bull's Eye Rockets And Always Locked On To Target 010ab2df
Start W/ Special 010aa3df
Radar Jammer Always On 010abddf

Worms Armageddon

Infinite Health P1 Worm 1 ..... 016429d0

don't fret ya little weasels, next month these pages will be jam packed with Dreamcast Codes!

GameShark Gear

New Products For Serious Gameplayers

gameshark.com

Dual Impact™ GamePad Colors

So you wanna make an impact in life? There's no better way than with the Dual Impact™ GamePad. This dual analog controller features powerful vibration feedback. Now you can know what it's like to feel a real "smackdown." Choose from four cool translucent colors (Red, Blue, Green or Black).

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PSX P-22-015, GameShark Gear Price: **$13.50**

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DC P-20316W, GameShark Gear Price: **$17.99**

SharkLink Game Code Development System

The SharkLink Code Development System gives PlayStation gamers the power to hack their own GameShark codes. Just link your PlayStation GameShark CDX system to your Windows PC, and you can hack your own codes and cheats with the easy to use Game Code Development Software. Requires GameShark CDX for PlayStation and indows 95/98.

PSX I-22-200, GameShark Gear Price: **$14.99**

gina's crystal ball

Hope you've enjoyed our new look so far. Stay on the lookout, many changes will be occurring over the next few issues... yes, again. See, we could do it all at once, but that would freak everyone out. So we're going the gradual change route to make the transition to a better magazine easier for ya.

If you have ideas or suggestions about things you want to see in upcoming issues of Dangerous Waters or if you have any feedback about this issue you're currently holding in your calloused little hands, just drop us a line at editor@gameshark.com.

Issue 25 will be our first E3 Extravaganza! CodeBoy, Little Timmy, savior, EstroGamer and Benn - just about the whole GameShark crew - will be rubbin' elbows with industry bigwigs and touching, fiddling and manhandling everything in sight (poor souls). When we come back, we'll brag to you about how awesome it was! Well...we'll also give you tons of information about new video games to look for, and ones to avoid too.

If you can get to E3, stop by our booth and have your picture taken with me, Gina Savage. If you just can't wait for the next issue of Dangerous Waters to get all the dirt from E3, check out our website at www.gameshark.com. We'll have live chats with our guys who are out walking the floors and playing tomorrow's games today. You can ask them questions about what's coming out, and they'll be right there in the thick of it, telling ya what they've seen and played.

Also in Dangerous Waters #25, for the first time ever, Sega Dreamcast GameShark codes will grace these hallowed pages! Damn straight! Now Dangerous Waters is your number one source for PlayStation, Nintendo 64, GB/GBC AND Dreamcast GameShark codes. CodeBoy has been hacking Dreamcast games for 3 weeks straight to provide you with codes for every Dreamcast game released to date, and we're gonna fit as many codes as possible into our next issue.

So if you don't have a Dreamcast, now's the time to pick one up. If you don't have the Dreamcast GameShark... you'd best pick that up too. Remember, we're here to help you beat the game.

Hang on to your ankles; our next issue will be on your doorstep soon!

Hugs and Kisses,
Gina

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